



“Football” 1034-207 Conformed Board



Date 01/23/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 01/23/15
- ☐ Design Board
- ☐ Final Board

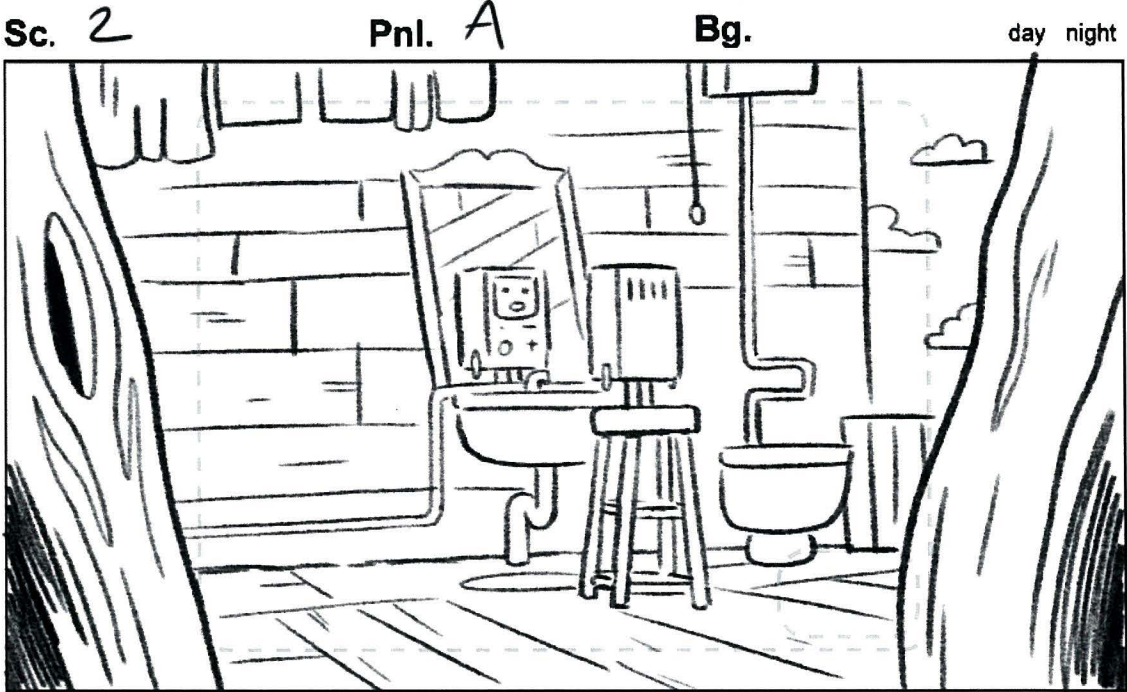
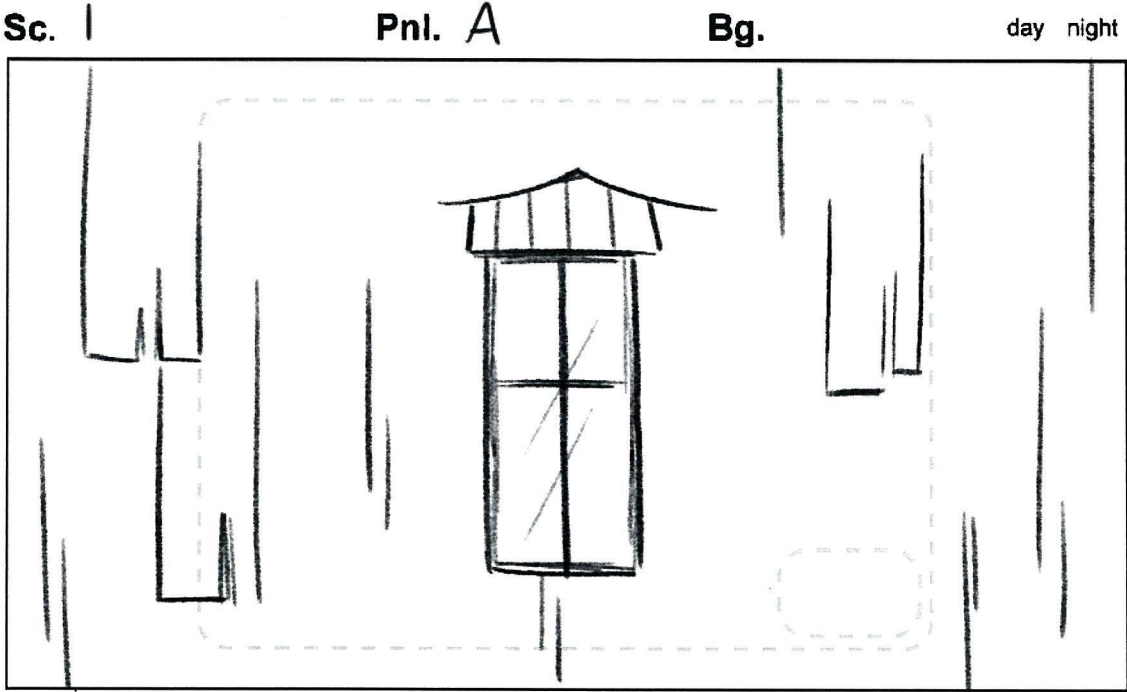
Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Luke Pearson
& Emily Partridge

Animation Studio
RDK

ADVENTURE TIME



Dialog: (BMO) [OIS] FOOTBALL YOU DON'T MEAN THAT...
(FB) [OIS] I DO BMO!

Action: EXT. TREEHOUSE. BATHROOM WINDOW, - BMO STANDS ON A STOOL IN FRONT OF THE BATHROOM MIRROR,

Timing:

ADVENTURE TIME



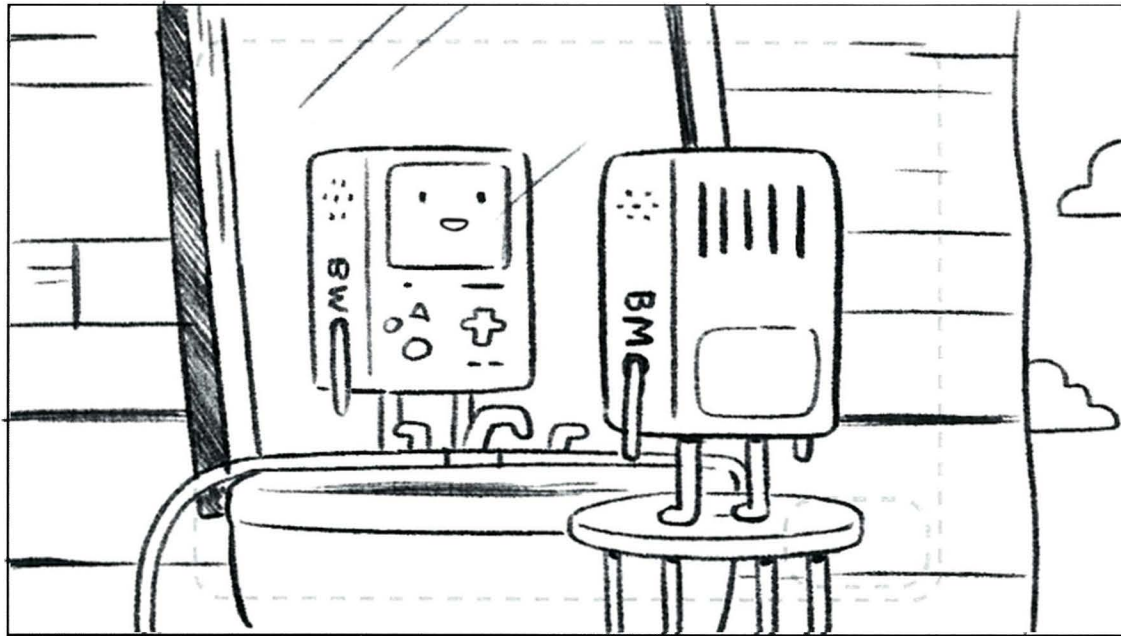
Page 02

Sc. 3

Pnl. A

Bg.

day night

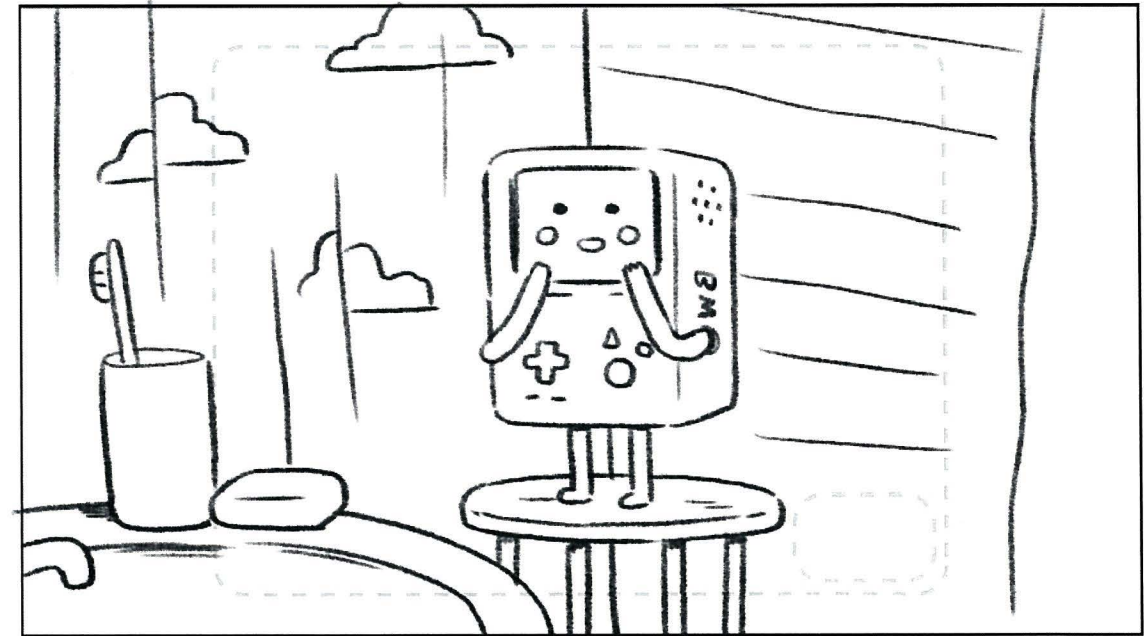


Sc. 4

Pnl. A

Bg.

day night



Dialog:

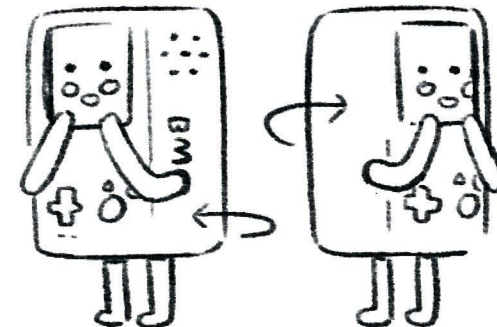
(FB) YOU LOOK VERY SMART AND VERY HANDSOME TODAY.

(BMO) OH FOOTBALL, THANK YOU

Action:

- BMO BLUSHES,
TWISTING LEFT AND
RIGHT

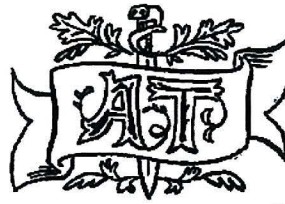
Timing:



EPISODE #
1034-207

Production :

ADVENTURE TIME



No Scene 5

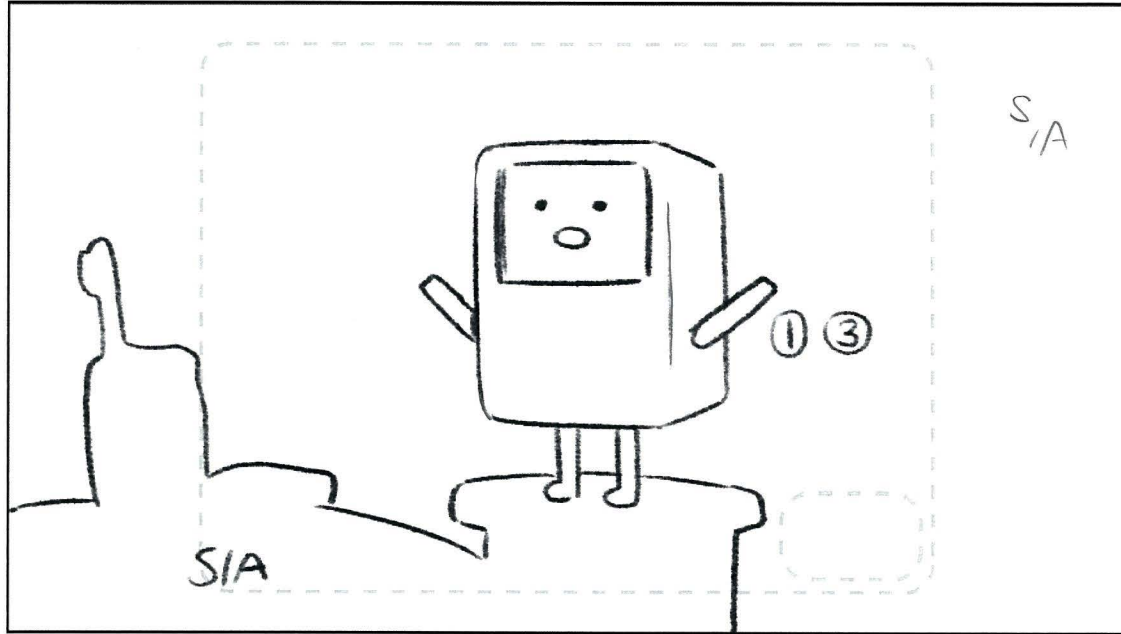
Page 03

Sc. 4

Pnl. B

Bg.

day night

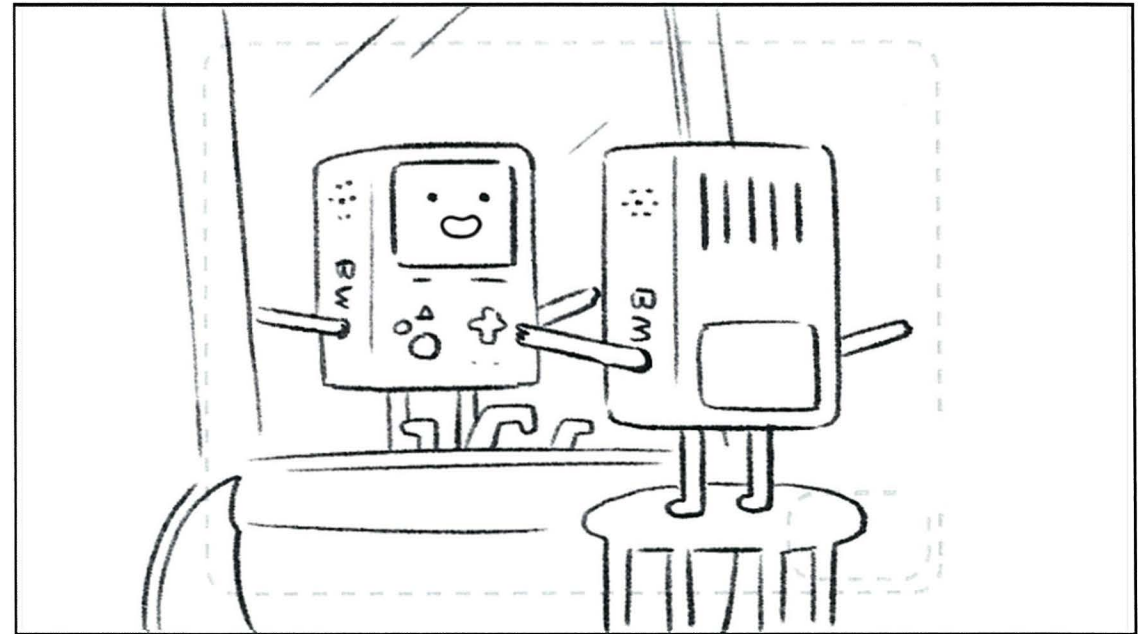


Sc. 6

Pnl. A

Bg.

day night



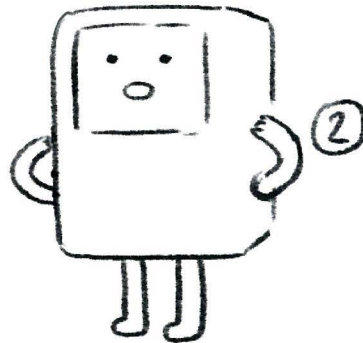
Dialog:

(BMO) I LOVE YOU SO^① MUCH^③

(FB) I LOVE YOU BMO

Action:

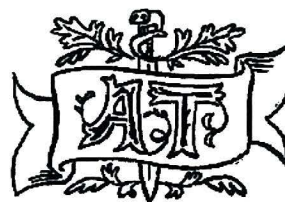
Timing:



EPISODE #
1034-207

Production :

ADVENTURE TIME



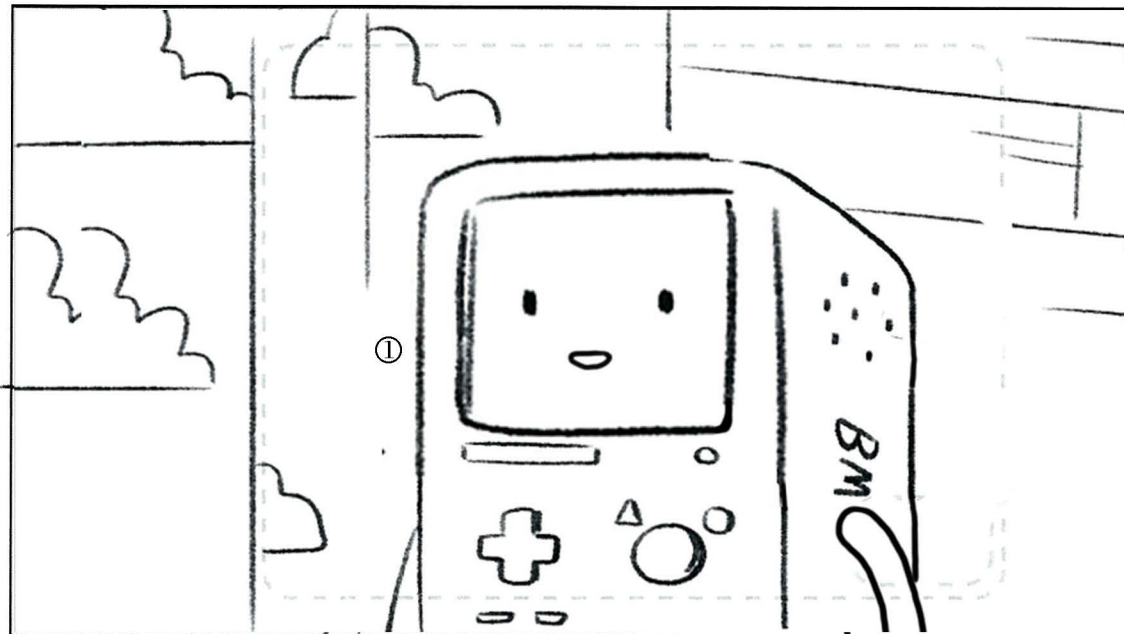
Page 04

Sc. 7

Pnl. A

Bg.

day night

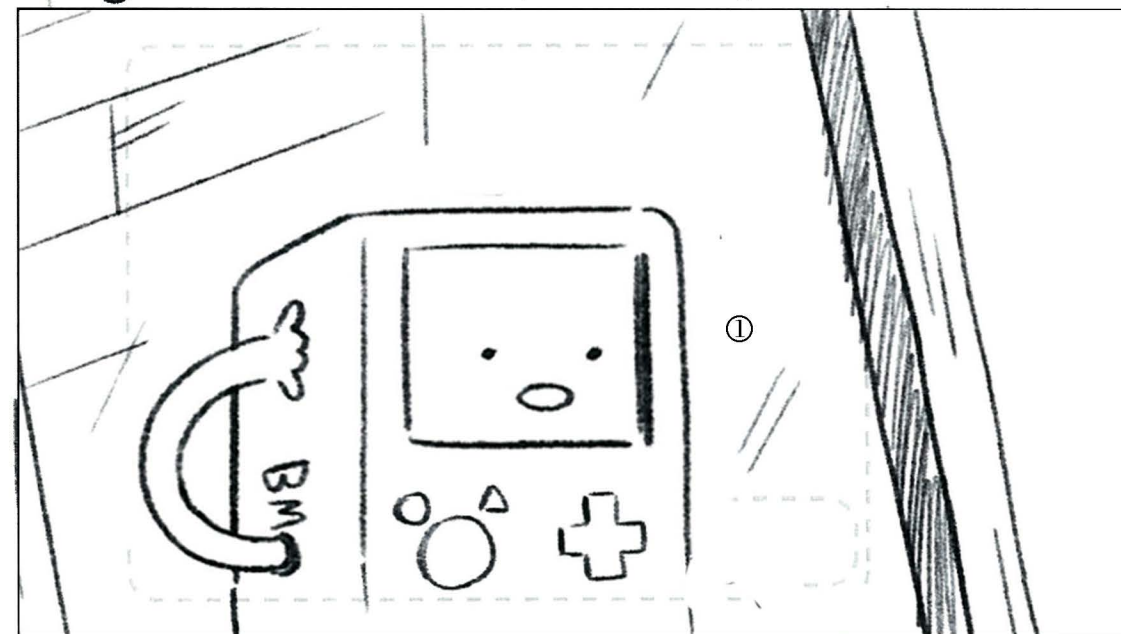


Sc. 8

Pnl. A

Bg.

day night



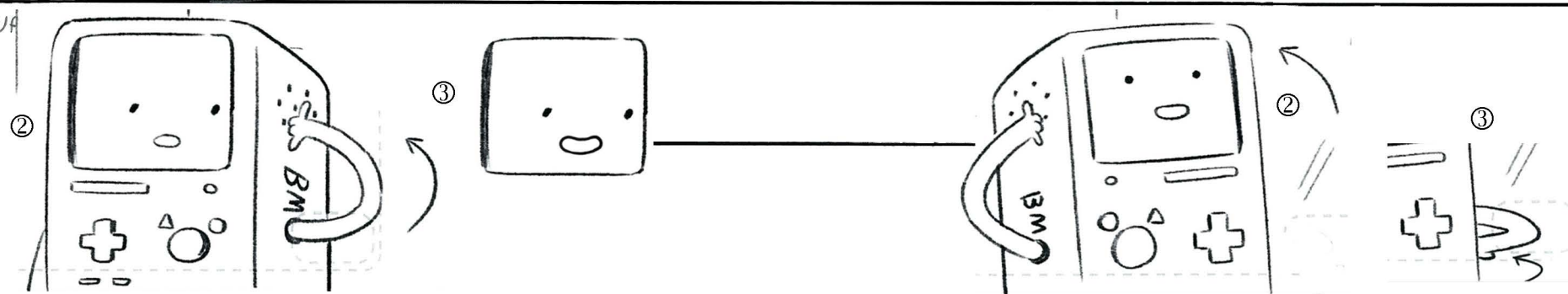
Dialog:

(BMO) RING RING, Hello FOOTBALL? BMO.
THIS IS BMO.

(FB) OH HELLO BMO! ① WHAT A WONDERFUL
SURPRISE. ② WHAT'S UP?

Action: - BMO HOLDS UP
IMAGINARY
PHONE.

Timing:

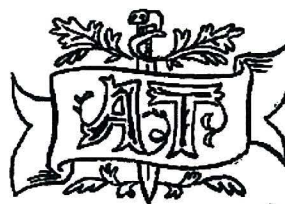


Production :

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ADVENTURE TIME



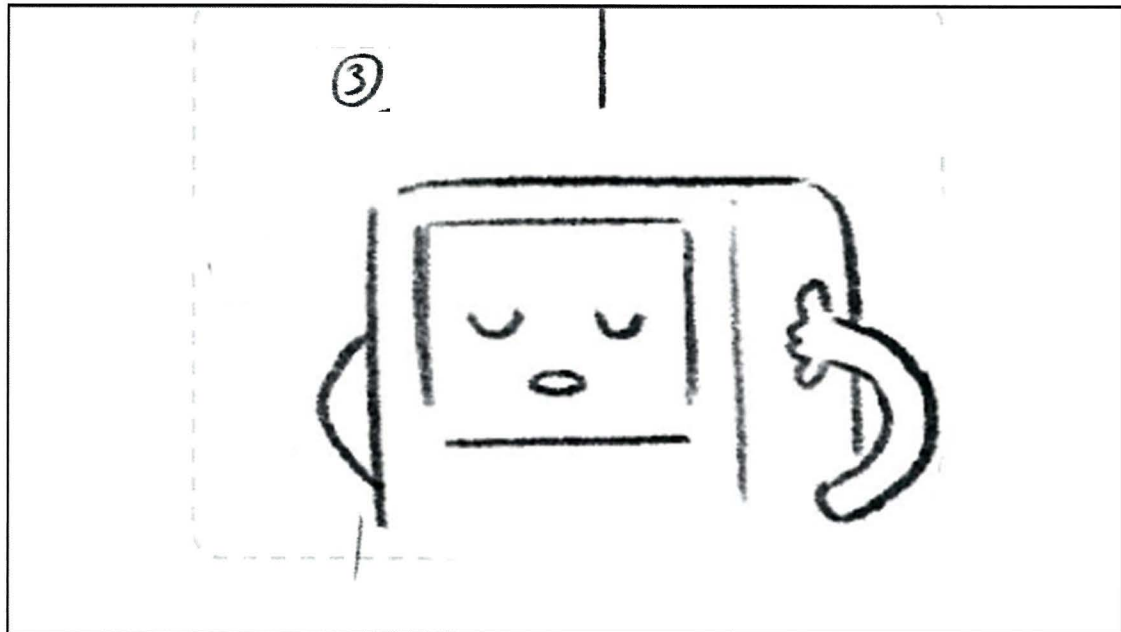
Page 05

Sc. 9

Pnl. A

Bg.

day night

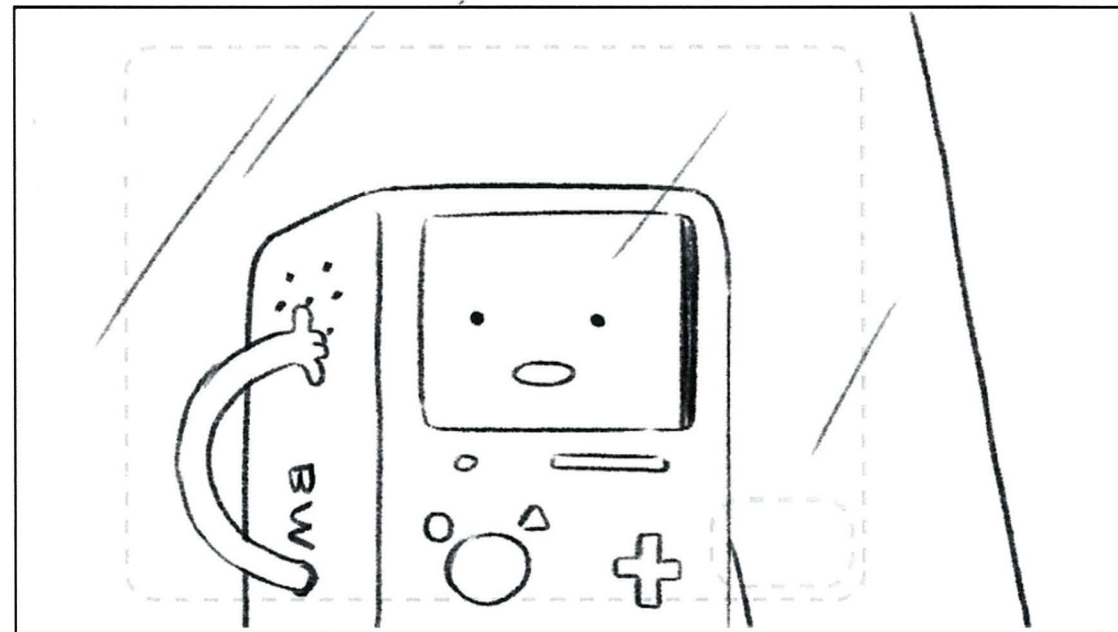


Sc. 10

Pnl. A

Bg.

day night



Dialog:

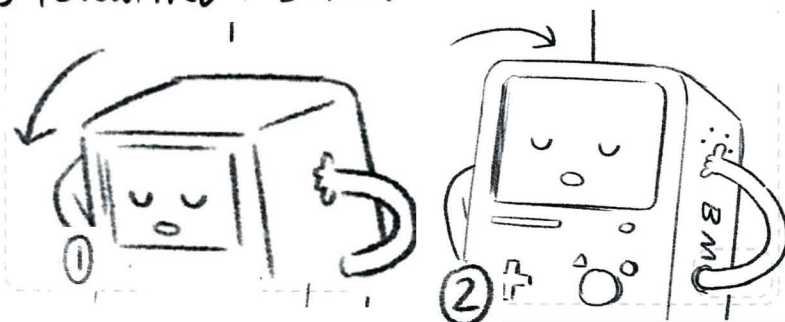
(BMO) OH NOTHING. JUST WANTED TO SAY THAT I LOVE YOU.

(FB) I LOVE YOU TOO! GOODBYE!

Action:

ROCKS FORWARD + BACK

Timing:

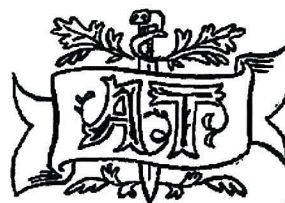


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Production :

ADVENTURE TIME



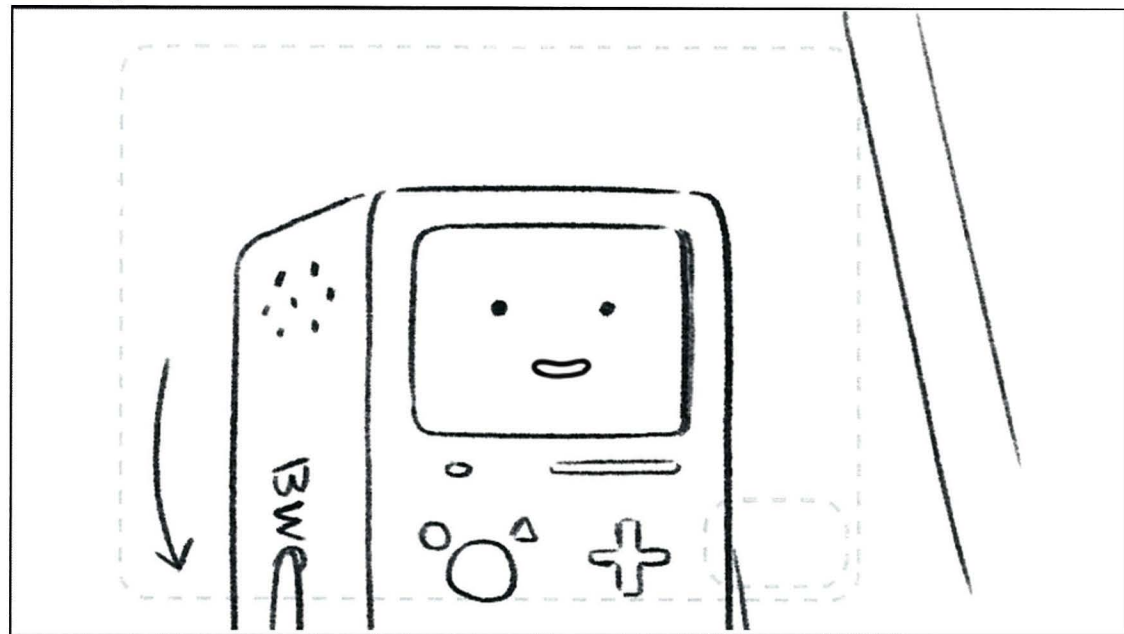
Page 06

Sc. 10

Pnl. B

Bg.

day night

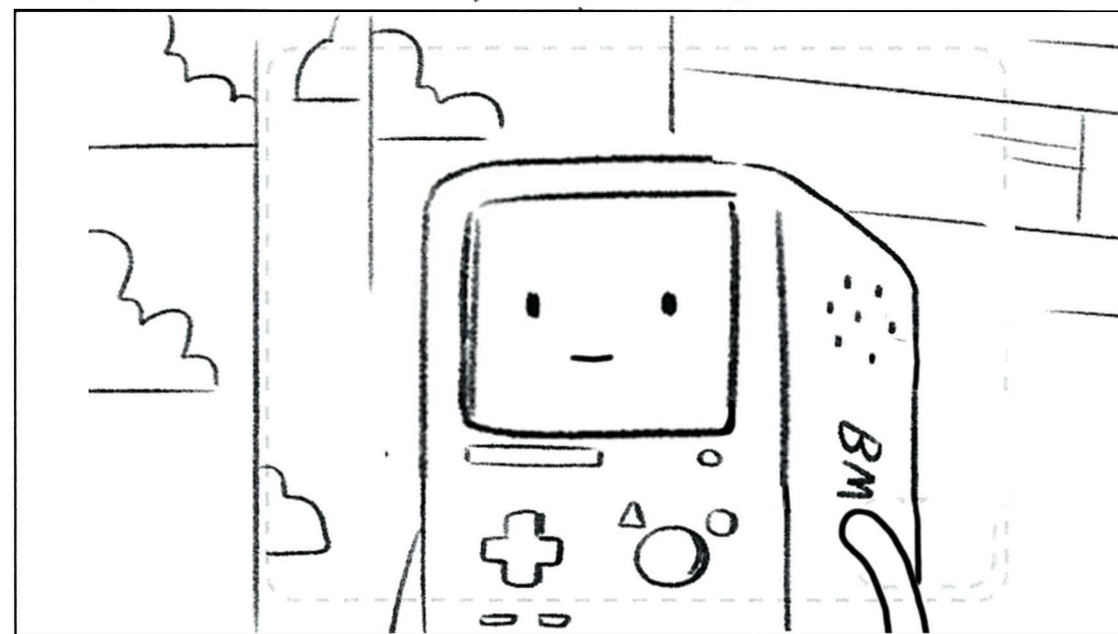


Sc. 11

Pnl. A

Bg.

day night



Dialog:

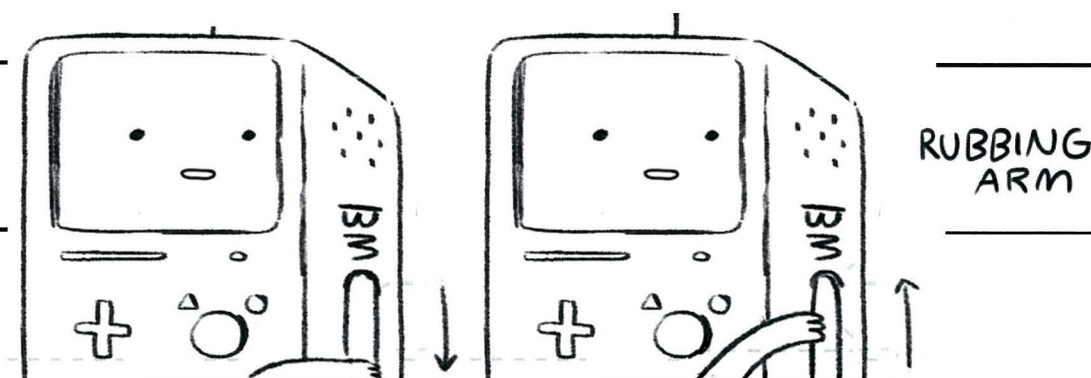
FB : Click!

(BMO) CAN I TELL YOU A SECRET?

Action:

-FB HANGS UP IMAGINARY PHONE.

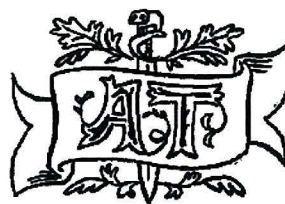
Timing:



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Production :

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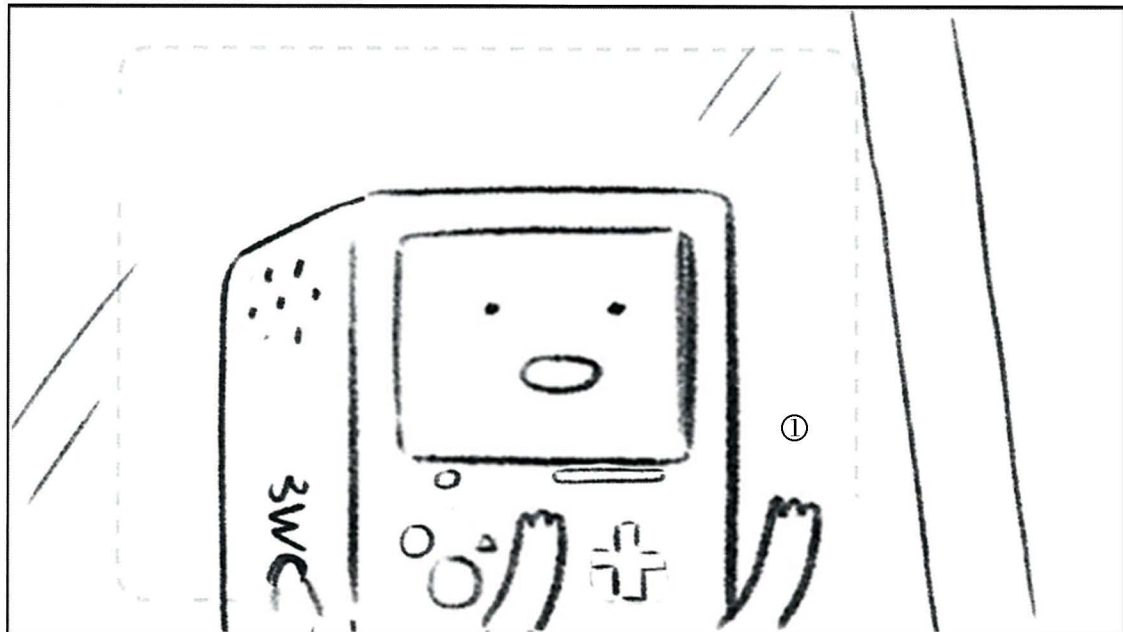
Page 07

Sc. 12

Pnl. A

Bg.

day night

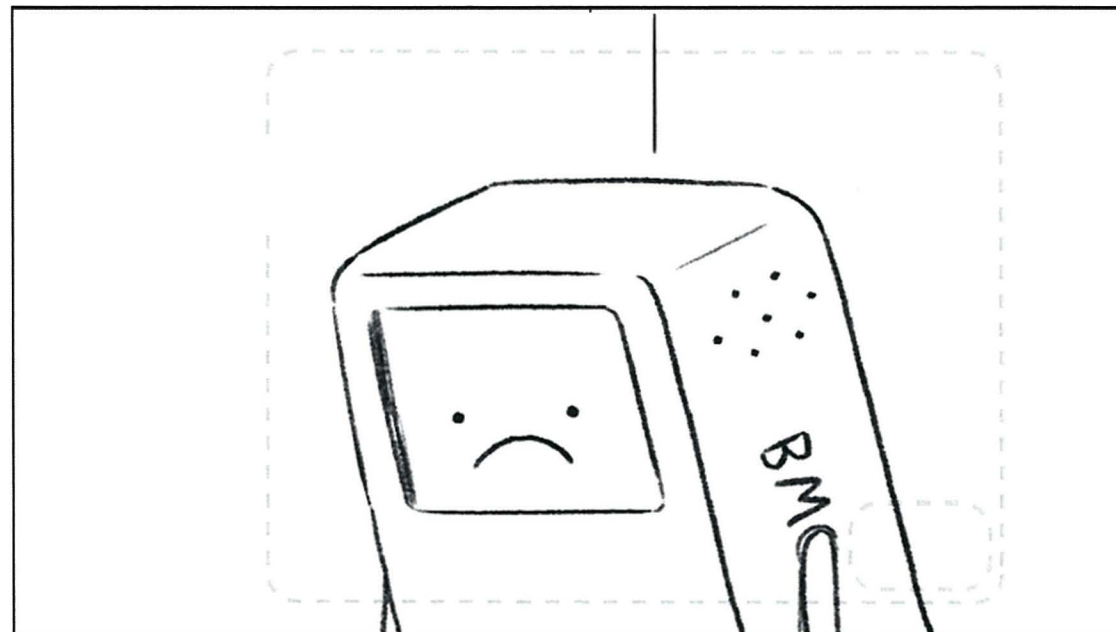


Sc. 13

Pnl. A

Bg.

day night

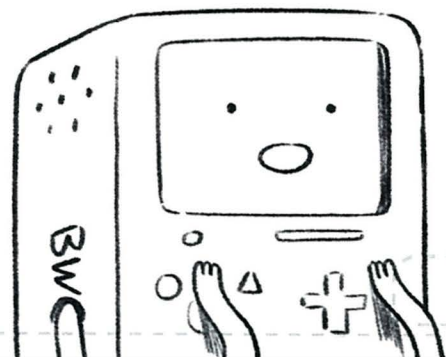


Dialog:

(FB) OF COURSE BMO, YOU CAN TELL ME ANYTHING.

Action:

Timing:



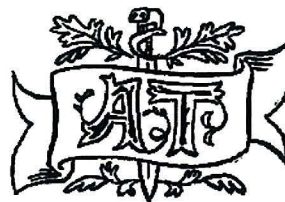
BEAT

1034-207

EPISODE #

Production :

ADVENTURE TIME



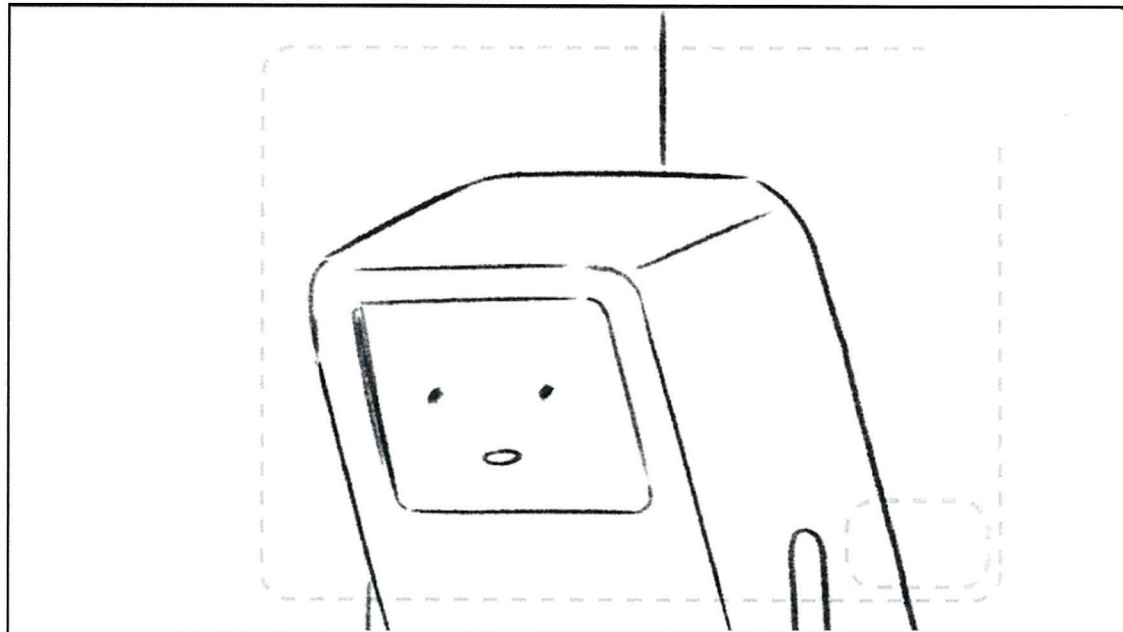
Page 08

Sc. 13

Pnl. B

Bg.

day night

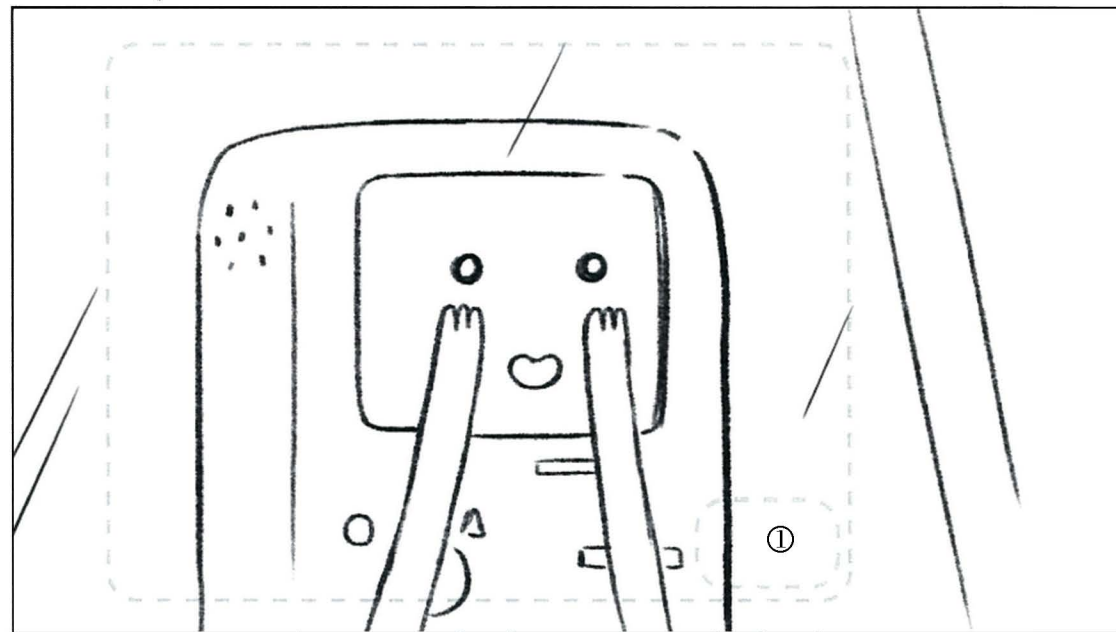


Sc. 14

Pnl. A

Bg.

day night



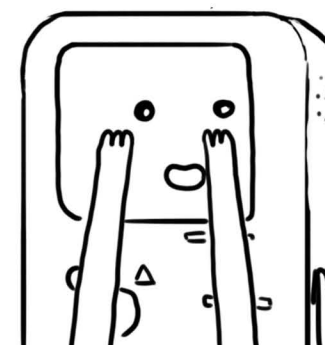
Dialog:

(BMO) I LOVE YOU.

(FB) OHHHH HOHO HO HO!

Action:

Timing:



Turns side to side

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Production :

ADVENTURE TIME



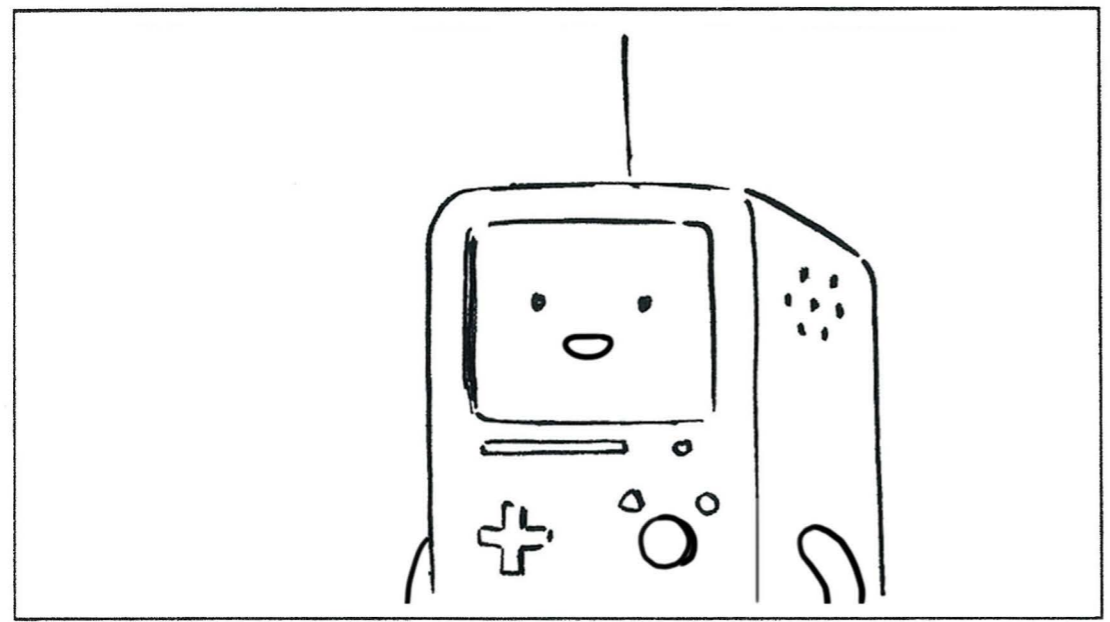
Page 9

Sc. 15

Pnl. A

Bg.

day night

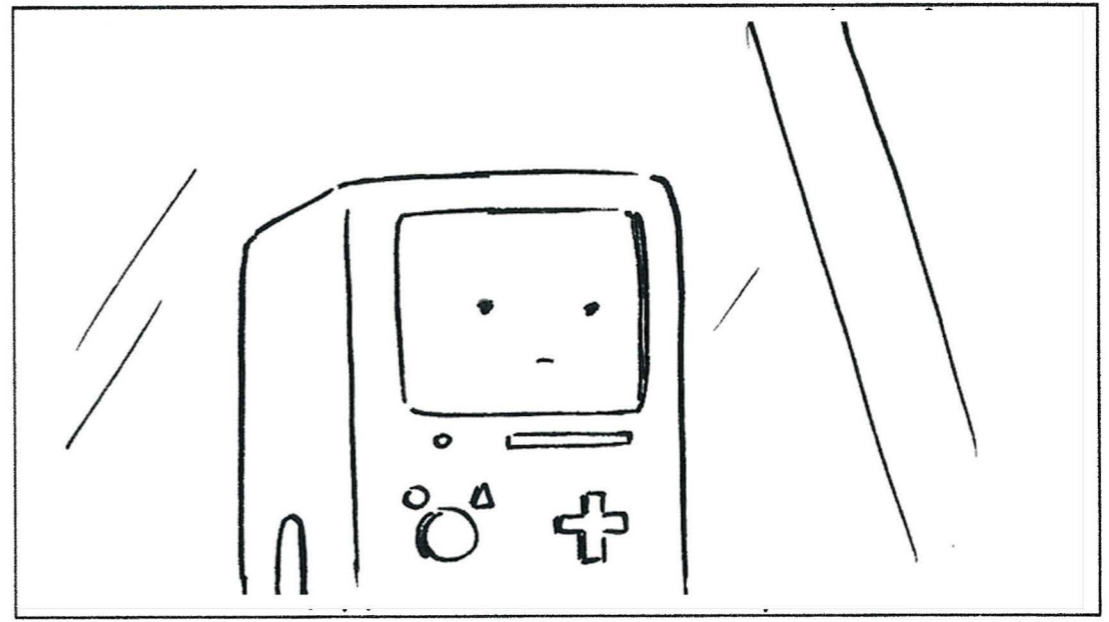


Sc. 16

Pnl. A

Bg.

day night

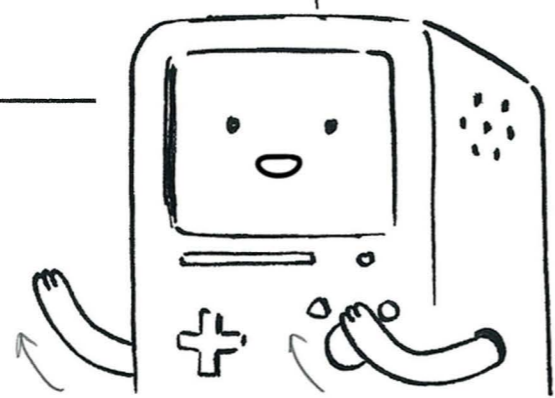


Dialog:

BMO NOW YOU TELL ME A SECRET, FOOTBALL.

Action:

Timing:



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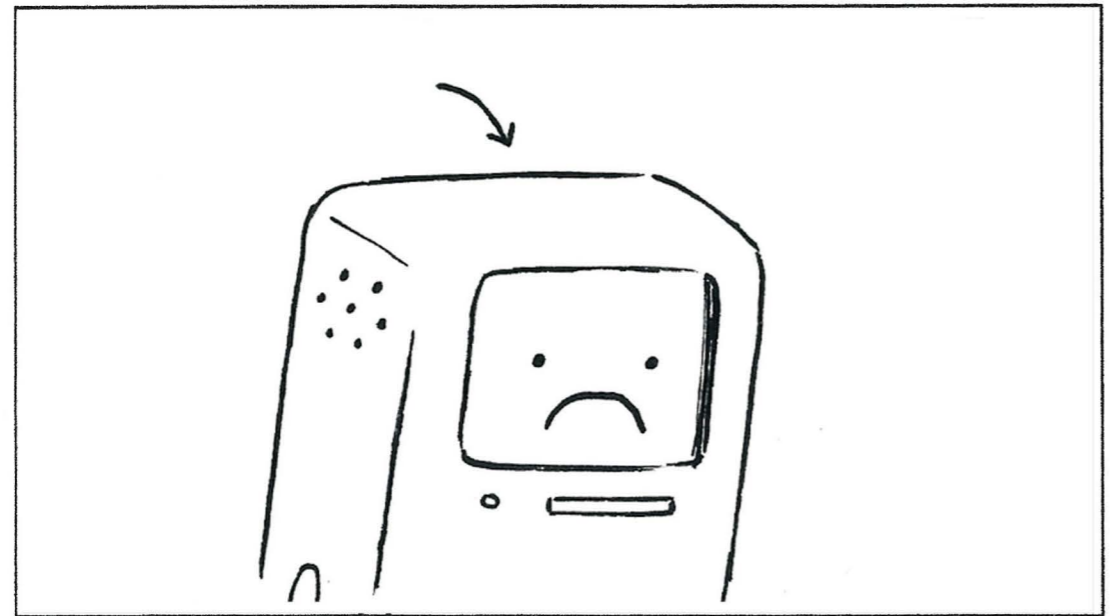


Sc. 16

Pnl. B

Bg.

day night

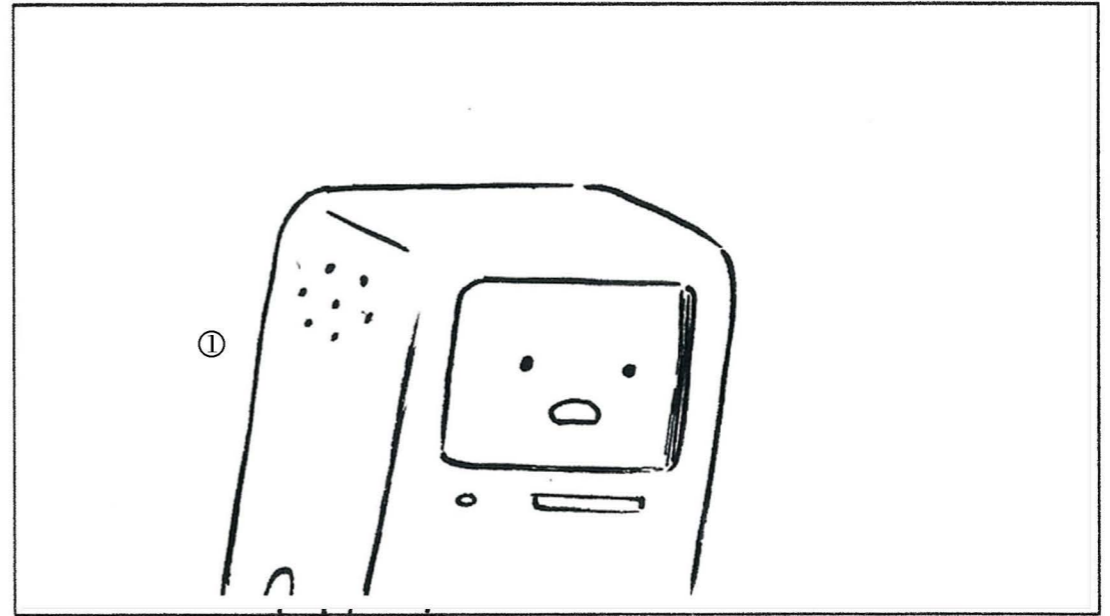


Sc. 16

Pnl. C

Bg.

day night



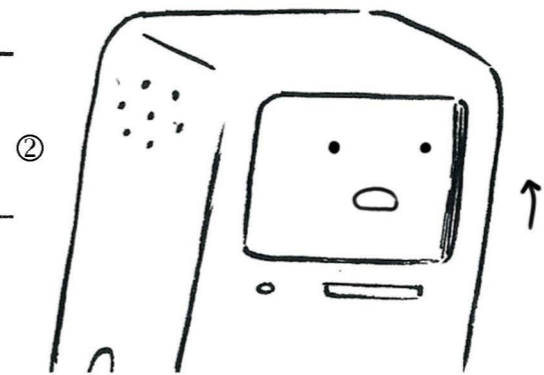
Dialog:

(FB) I WISH I COULD SPEND JUST ONE DAY ON THE OTHER SIDE OF THE MIRROR

Action:

-FB THINKS FOR A BEAT.

Timing:



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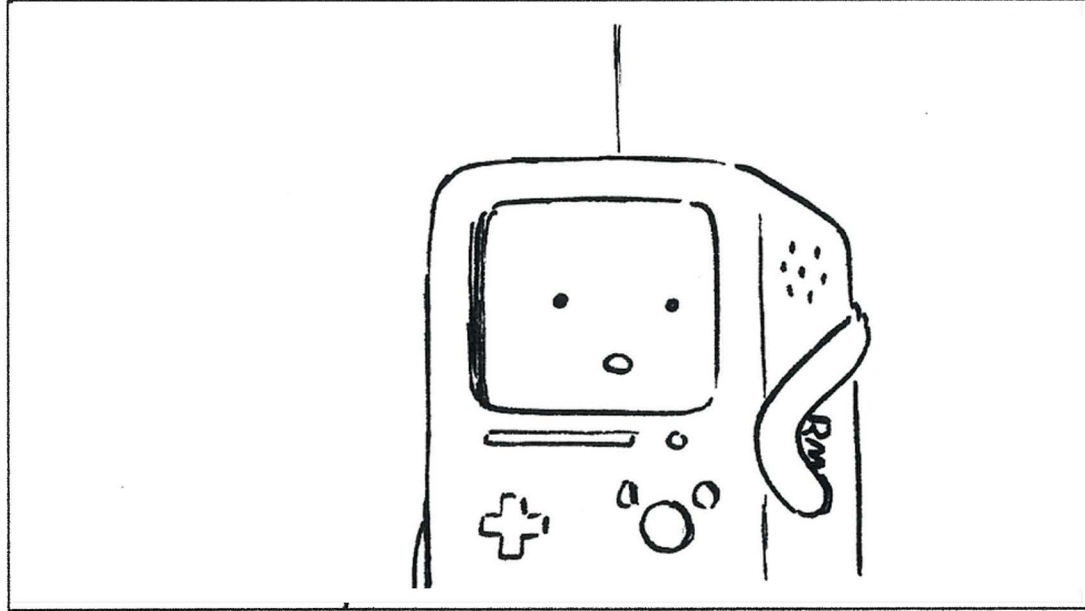
Page 11

Sc. 17

Pnl. A

Bg.

day night

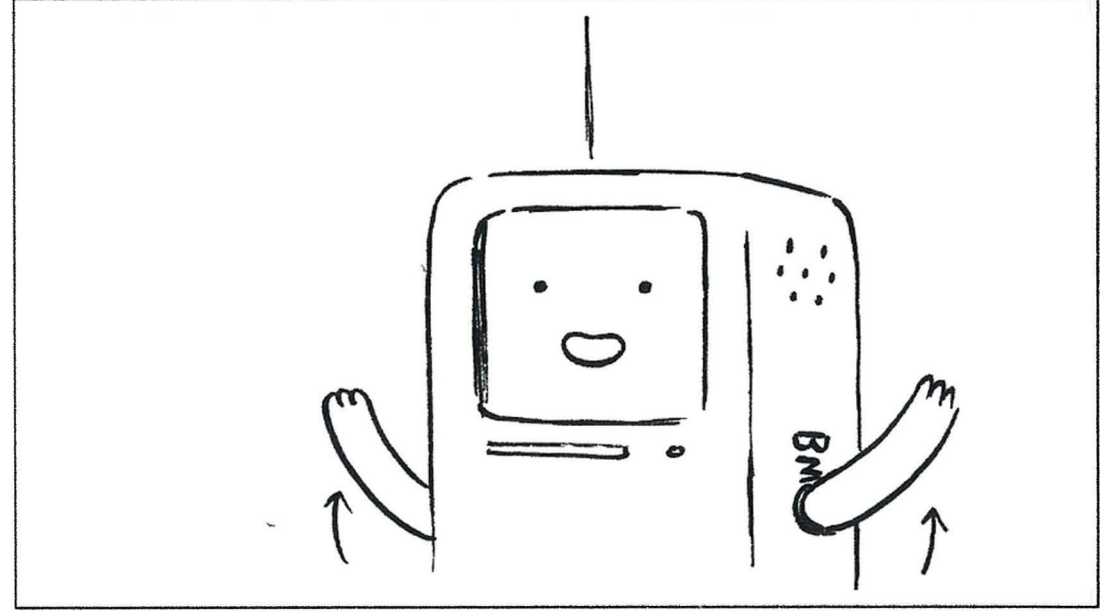


Sc. 17

Pnl. B

Bg.

day night



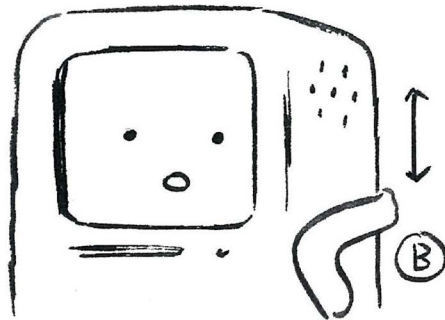
Dialog:

(BMO) WELL...

Action:

RUBBING SELF

Timing:



(BMO) LET'S SWITCH PLACES FOR THE DAY!

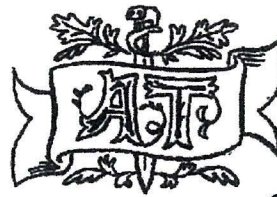
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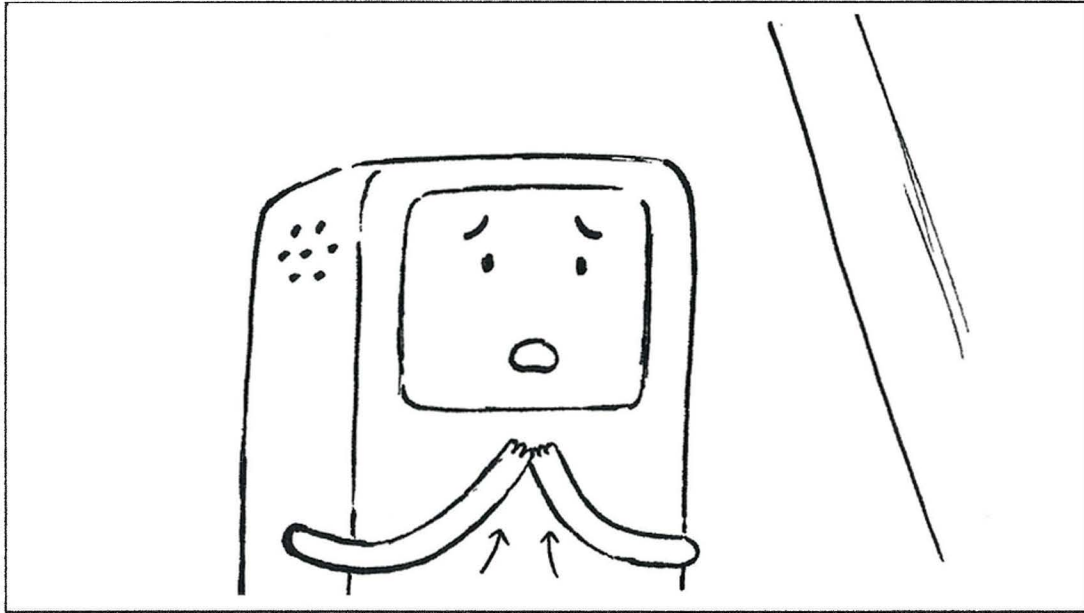


Sc. 18

Pnl. A

Bg.

day night

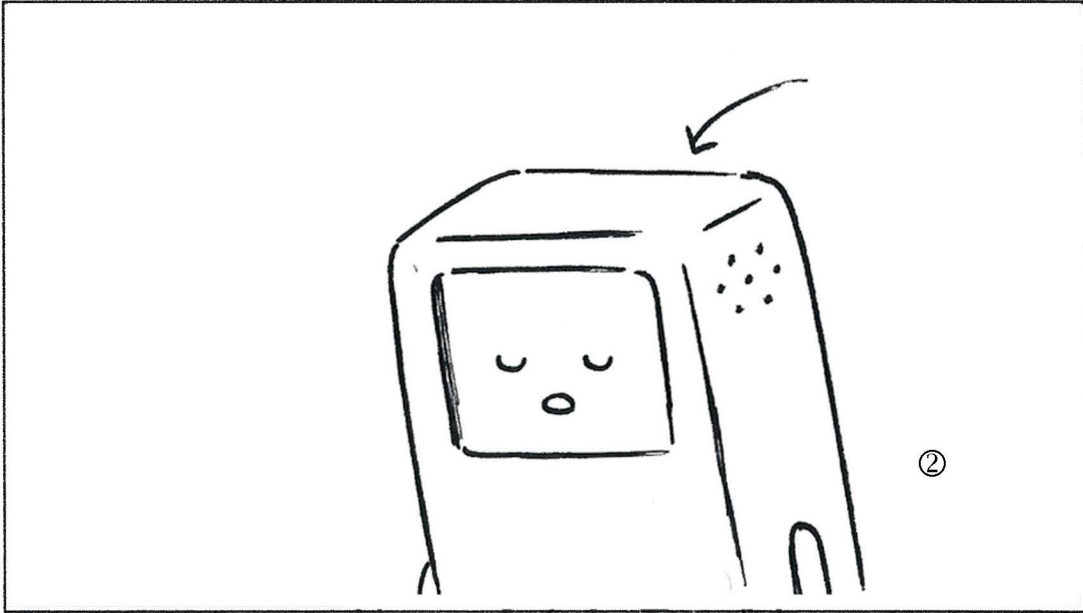


Sc. 19

Pnl. A

Bg.

day night



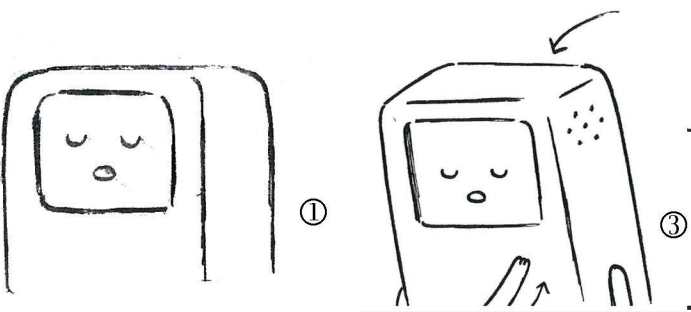
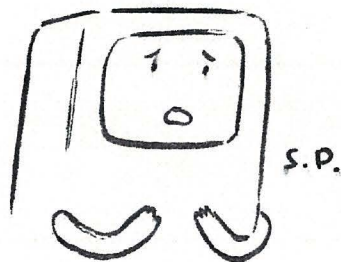
Dialog:

(FB) OH BMO... YOU'D DO THAT FOR ME?

(BMO) YES FOOTBALL. ①
BECAUSE I LOVE YOU. ②

Action:

Timing:



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Production :

ADVENTURE TIME

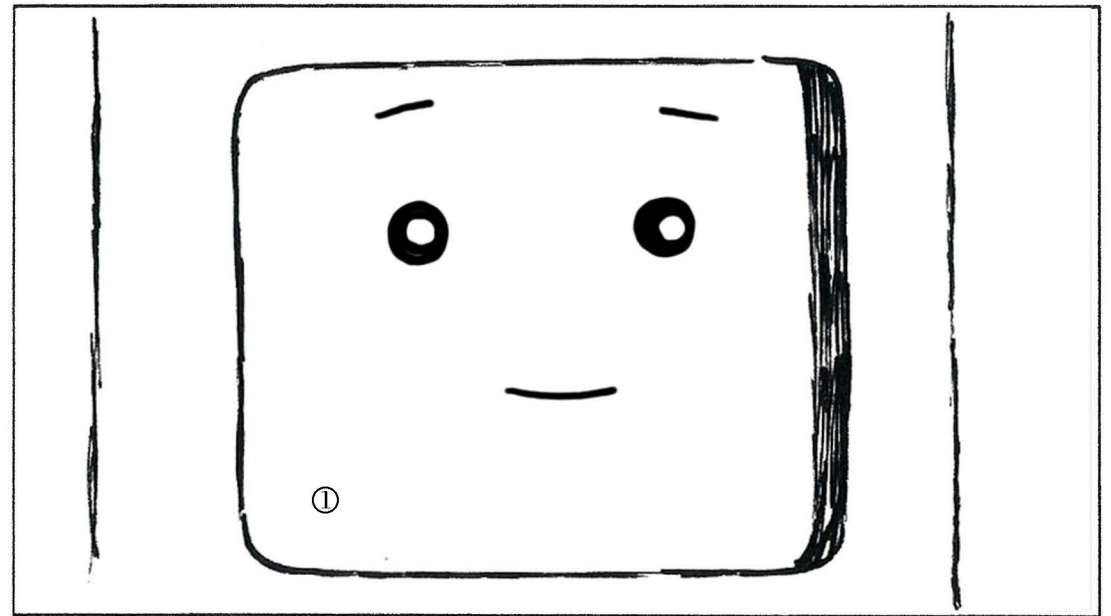


Sc. 20

Pnl. A

Bg.

day night

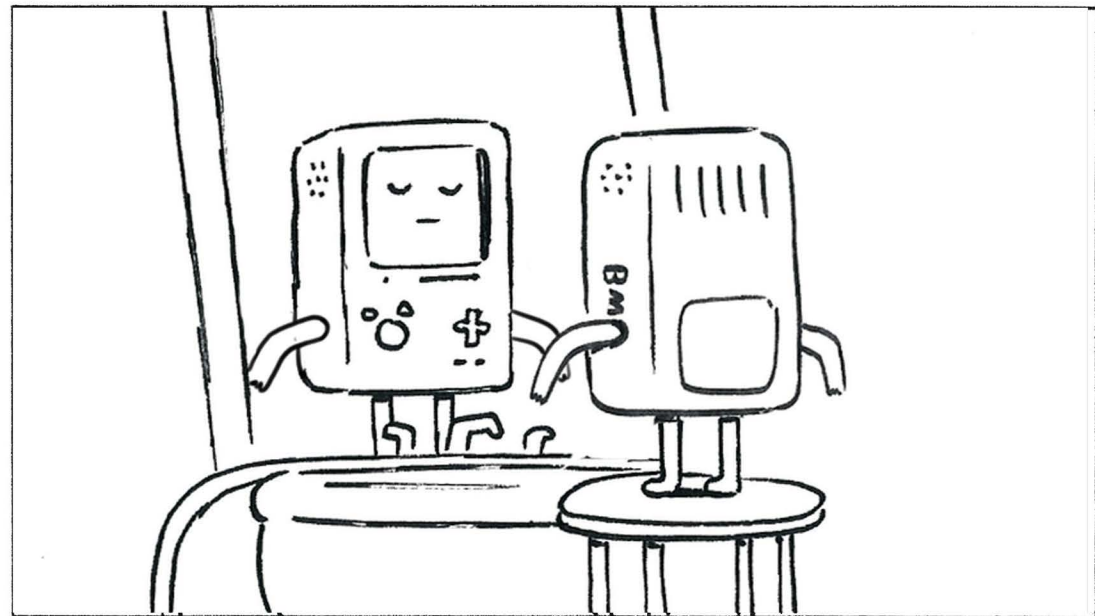


Sc. 21

Pnl. A

Bg.

day night

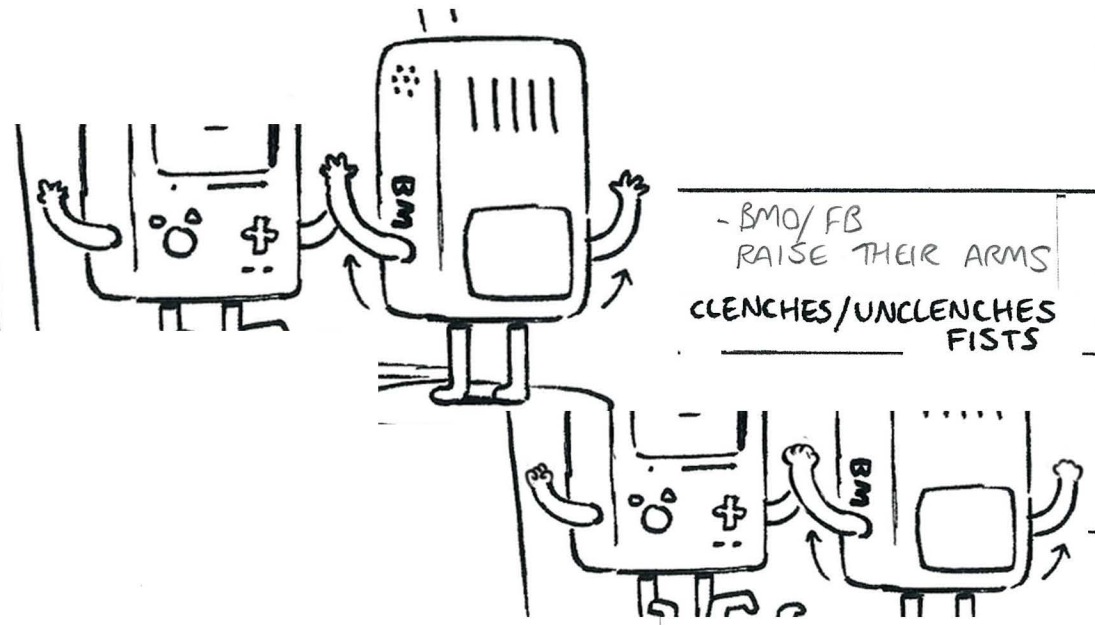
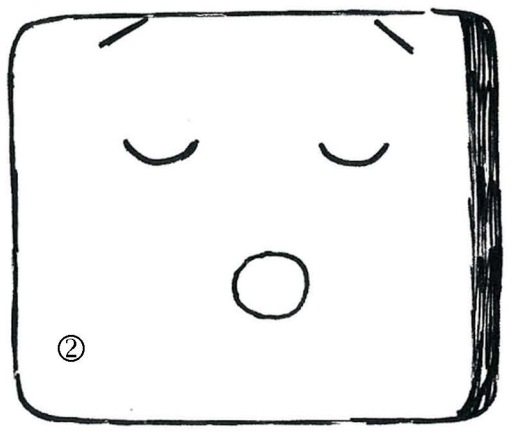


Dialog:

(FB) OH BMO.

Action:

Timing:



- BMO/FB
RAISE THEIR ARMS
CLENCHES/UNCLENCHES
FISTS

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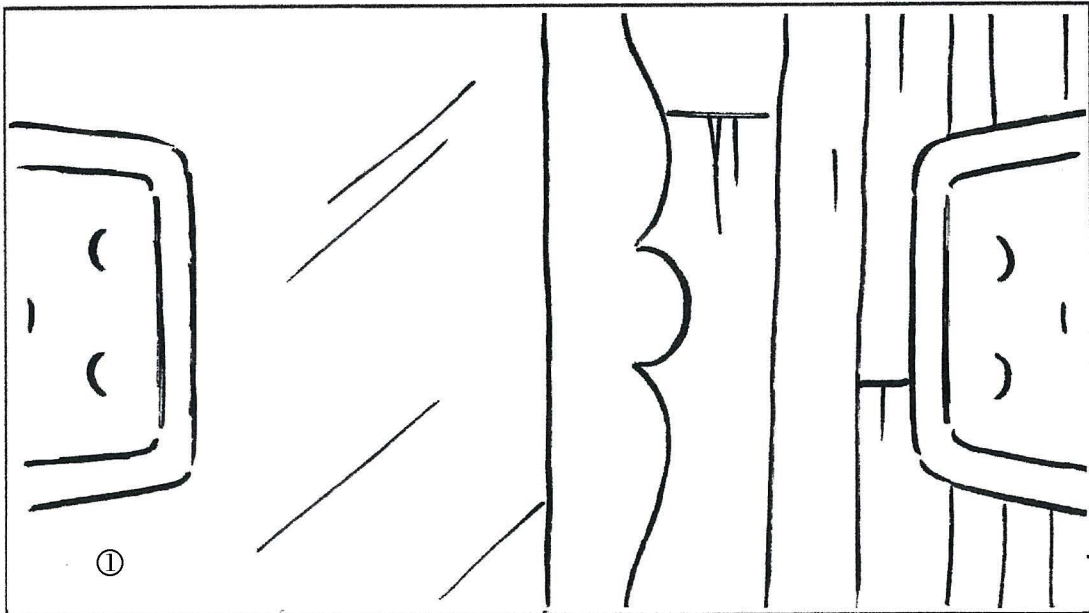


Sc. 22

Pnl. A

Bg.

day night

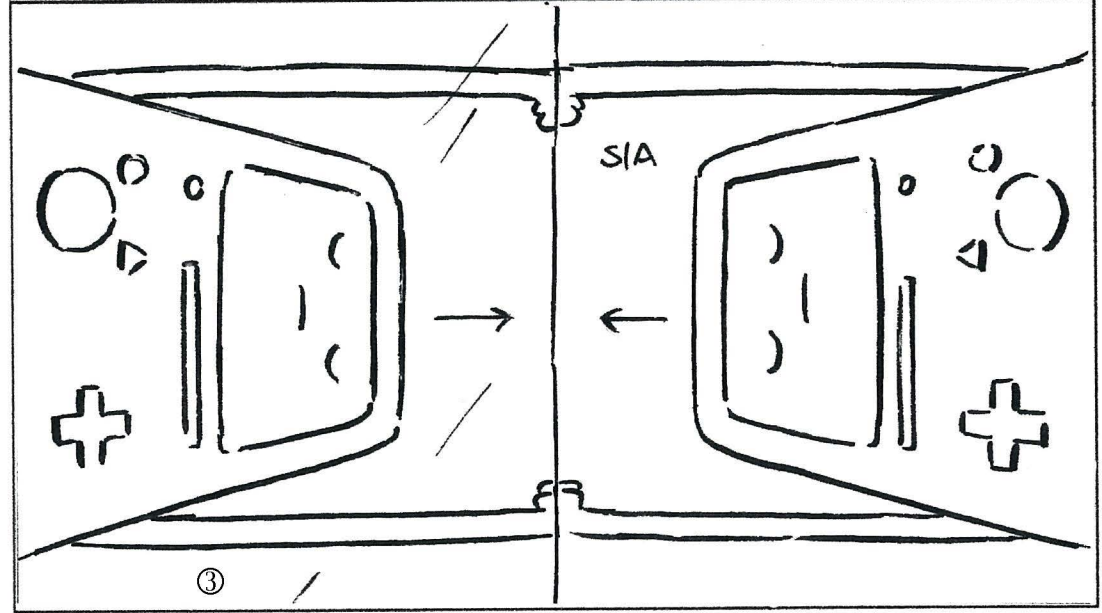


Sc. 22

Pnl. B

Bg.

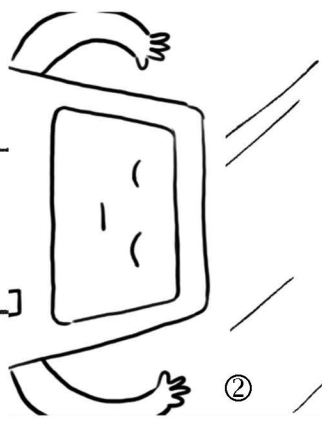
day night



Dialog:

Action:

Timing:



- FB + BMO REACH TOWARDS MIRROR.

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ADVENTURE TIME



Sc. 23

Pnl. A

Bg.

day night

Sc. 24

Pnl. A

Bg.

day night

Dialog:

(BMO+FB) HNNGH. NNNG GAH

(BMO+FB) UNNN AAH NNG
GAH AH FFFFF —

Action:

- BMO + FB STRAIN WITH CONCENTRATION.

- DIGITAL SWEAT DROPS

Timing:

EPISODE #
1034-207

Production :

ADVENTURE TIME



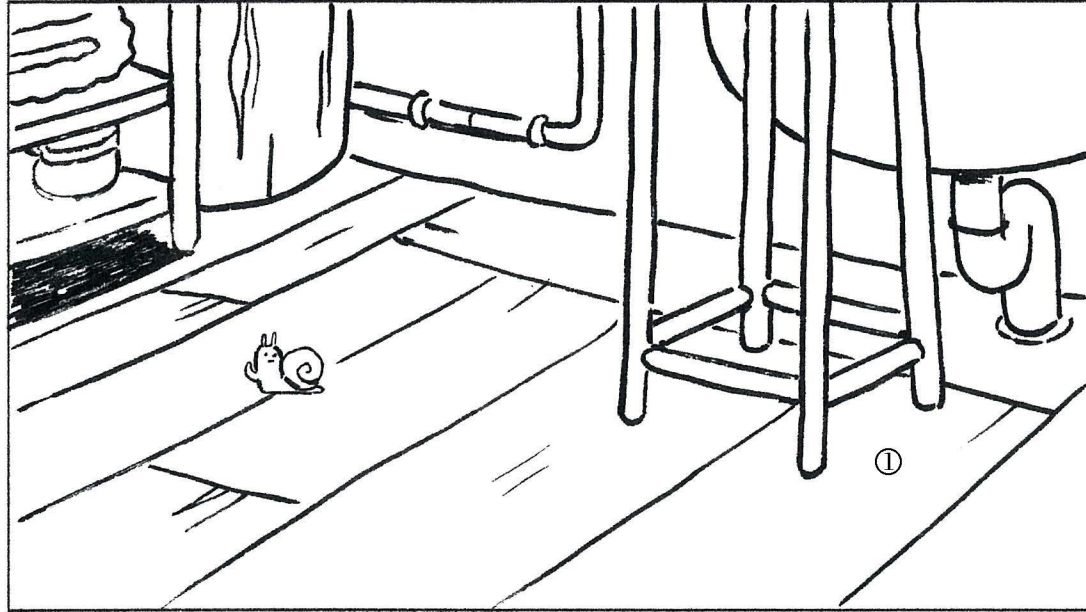
Page 16

Sc. 25

Pnl. A

Bg.

day night



Sc. 26

Pnl. A

Bg.

day night



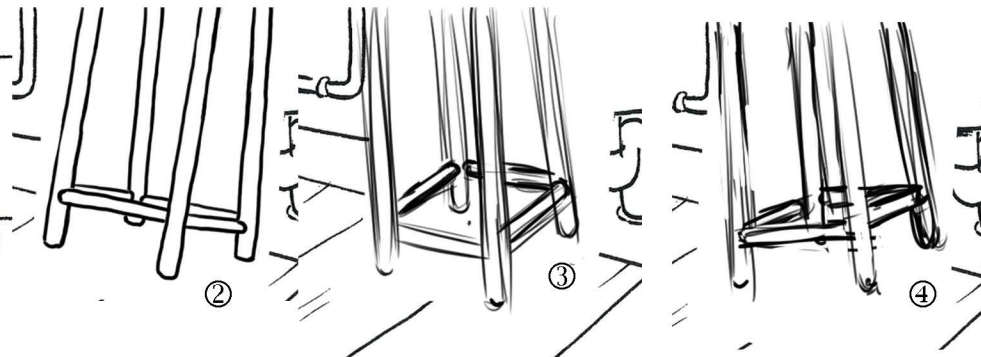
Dialog:

(BMO + FB)

HUP HUP: HUUHHH AHNG
GAH.. URGH UHHH - ...

Action:

Timing:



STOOL ROCKS
PERILOUSLY

1034-207

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Production :

ADVENTURE TIME

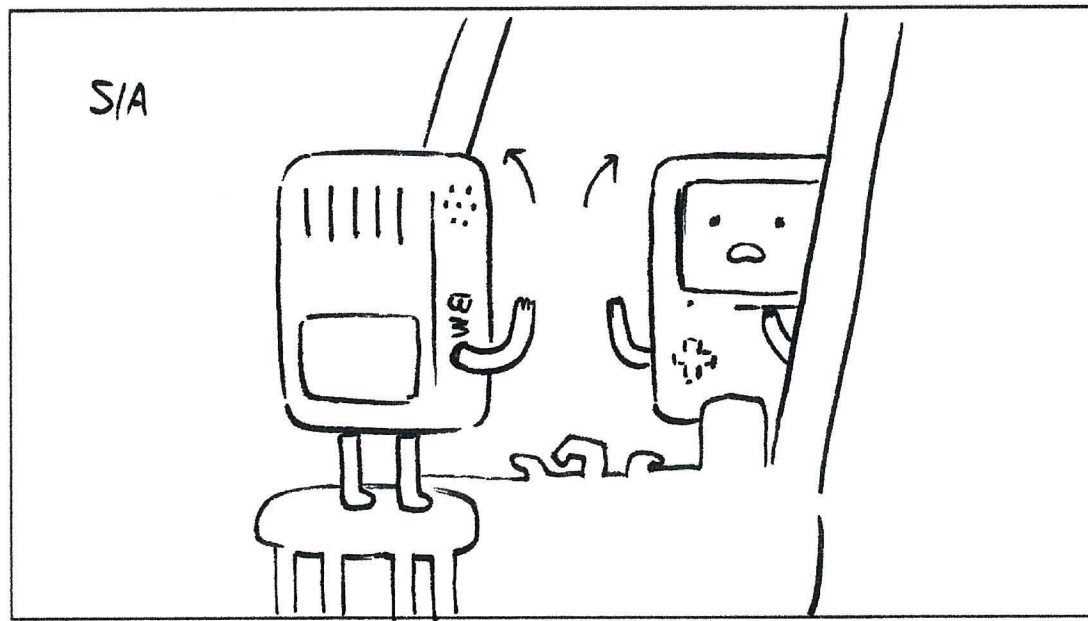


Sc. 26

Pnl. B

Bg.

day night

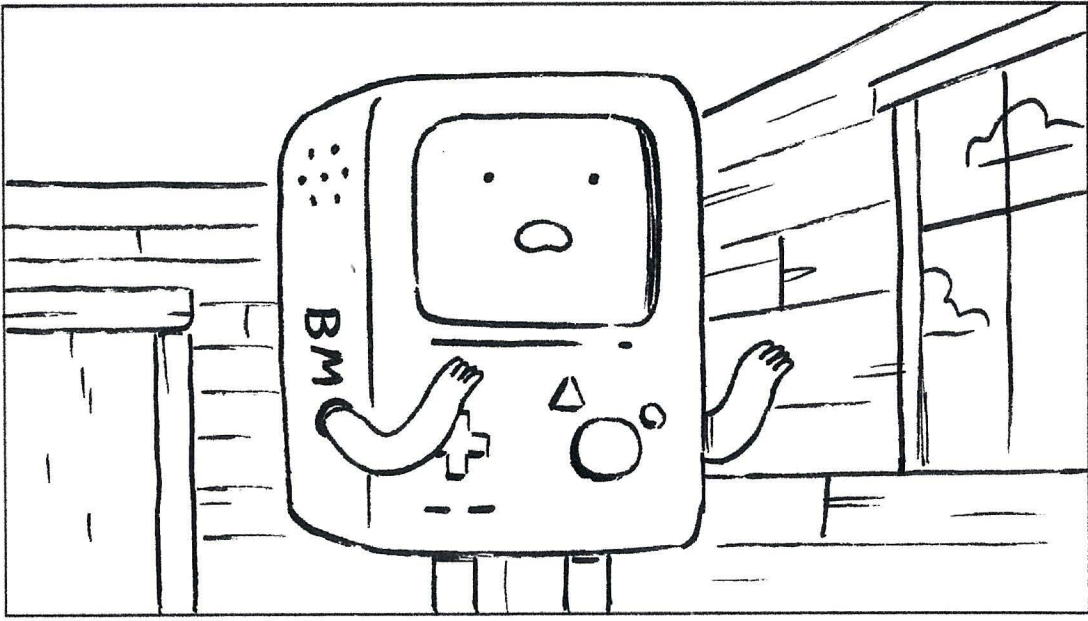


Sc. 27

Pnl. A

Bg.

day night



Dialog:

BMO + FB: <GRUNT>

(BMO+FB) [HEAVY BREATHING/GASPING]

Action:

- BMO + FB STAND BACK UPRIGHT.

Timing:

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Production :

ADVENTURE TIME



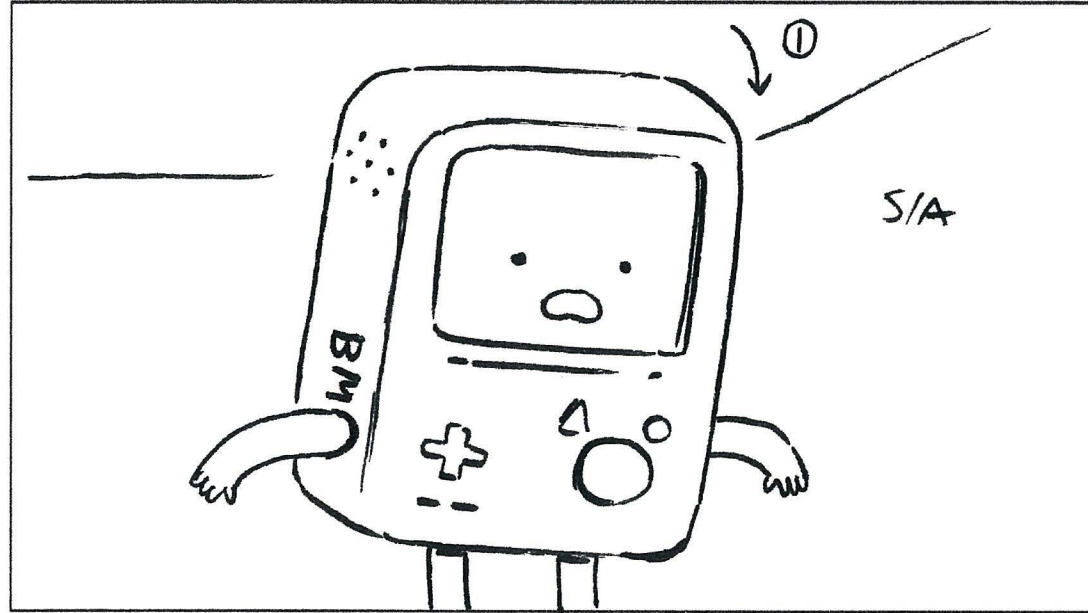
Page 18

Sc. 27

Pnl. B

Bg.

day night

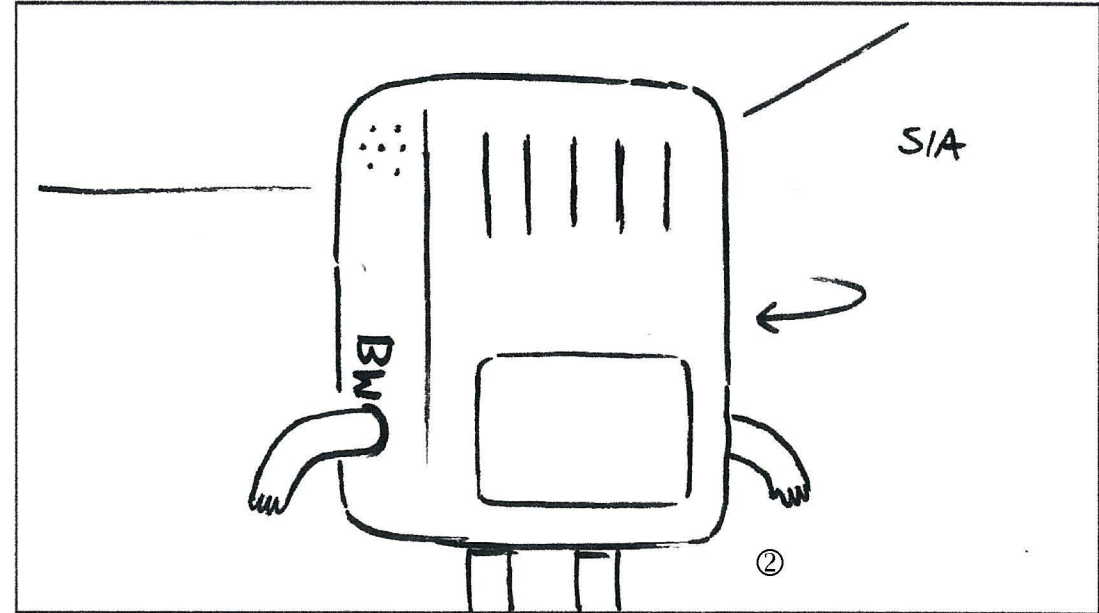


Sc. 27

Pnl. C

Bg.

day night



Dialog:

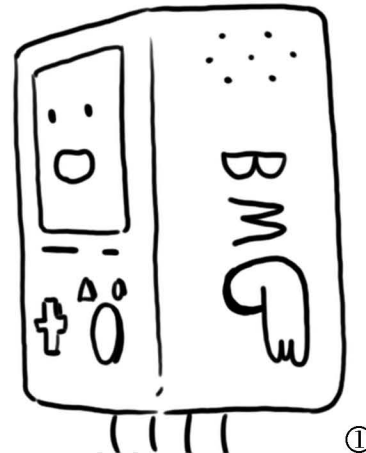
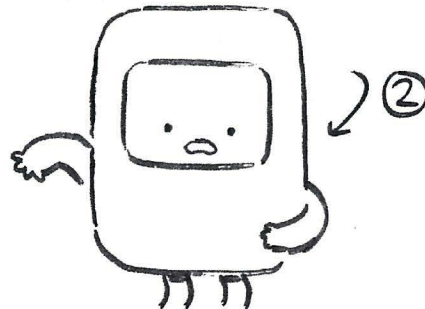
BMO+FB [HEAVY BREATHING/GASPING]

FB: OH! <LAUGHS>

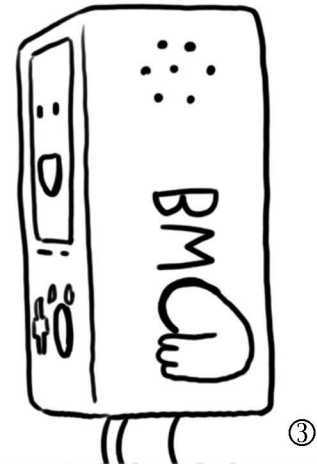
Action:

-FB CHECKING HIMSELF OUT

Timing:



- FB LOOKS AROUND.



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Production :

ADVENTURE TIME



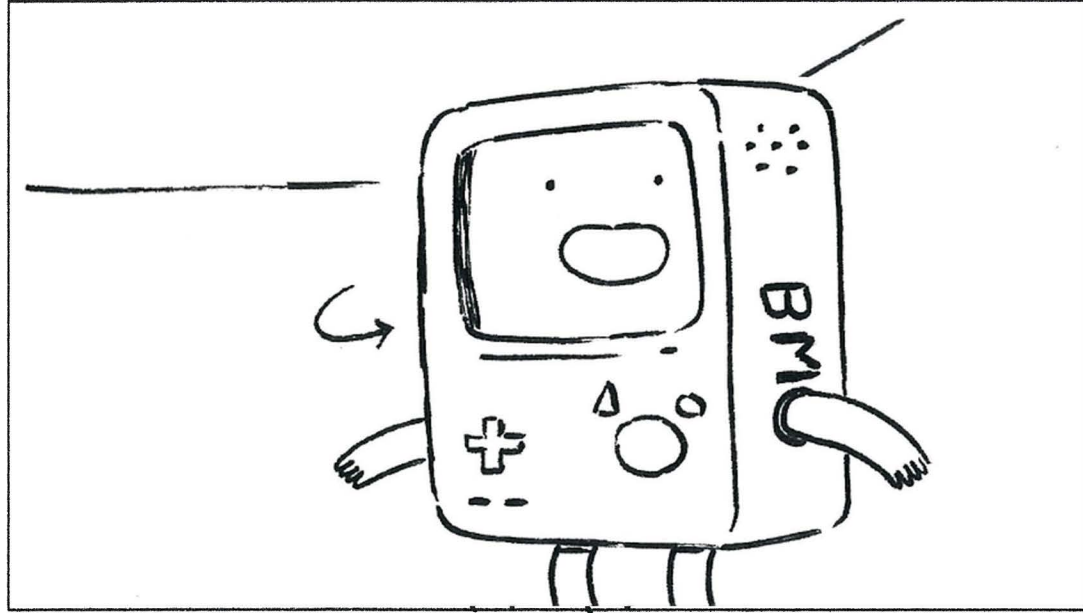
Page 19

Sc. 27

Pnl. D

Bg.

day night

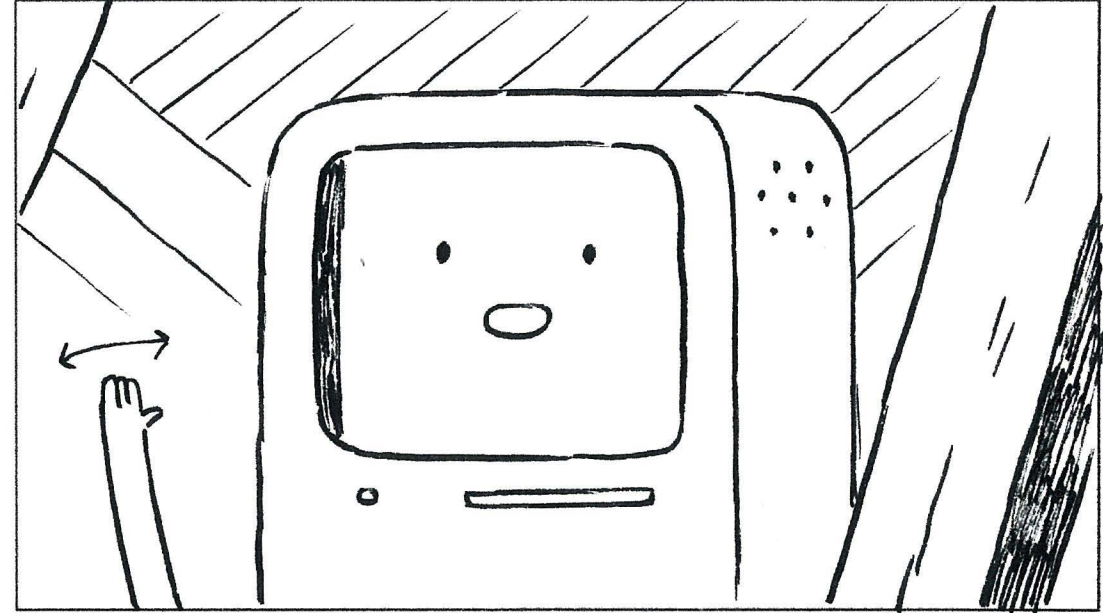


Sc. 28

Pnl. A

Bg.

day night



Dialog:

(BMO) SEE YOU BACK HERE TOMORROW,
FOOTBALL.

Action:

TURNS AROUND QUICKLY

- BMO WAVES FROM MIRROR.

Timing:

EPISODE # 1034-207

Production :

ADVENTURE TIME



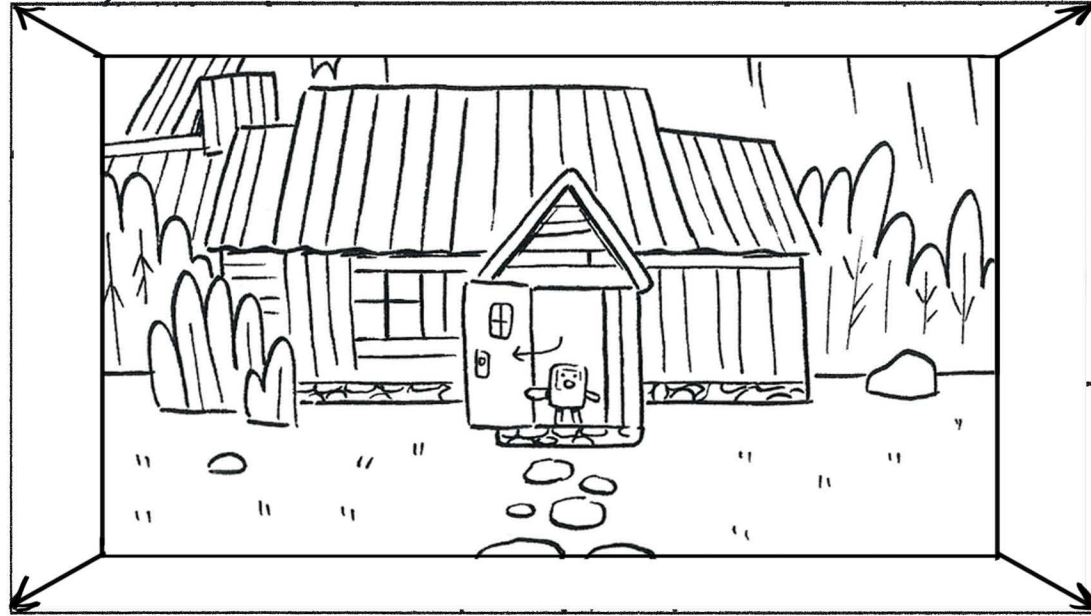
Page 20

Sc. 29

Pnl. A

Bg.

day night

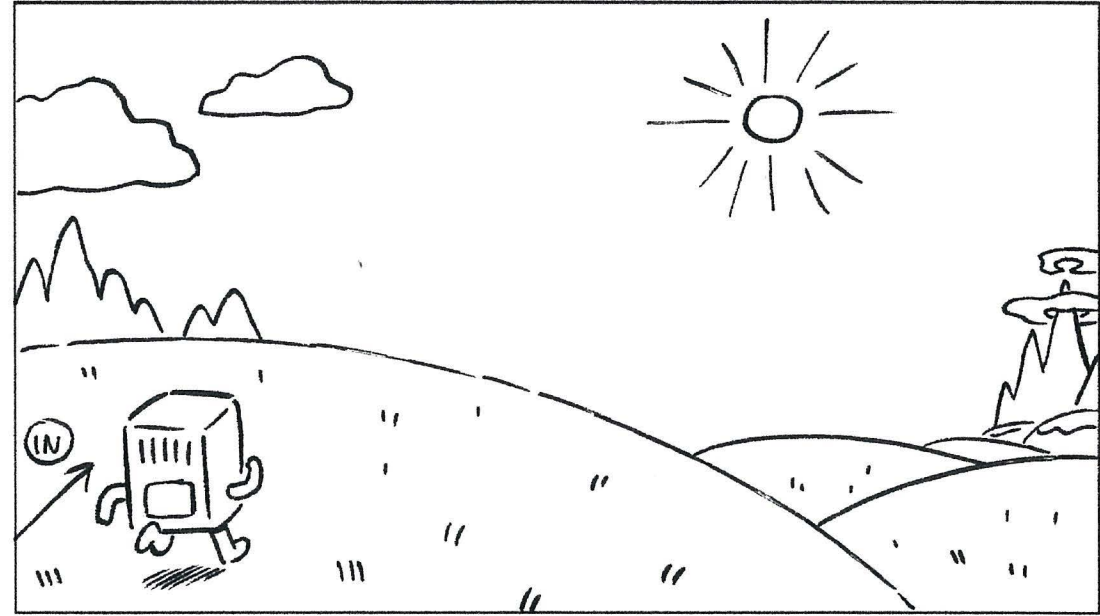


Sc. 30

Pnl. A

Bg.

day night



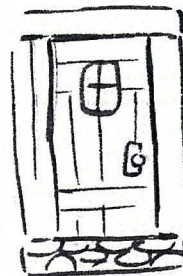
Dialog:

(FB) [OVERWHELMED] *GASP*

Action:

- FB OPENS
DOOR.

Timing:



S.P.

- FB RUNS Q.N/S.

Production :

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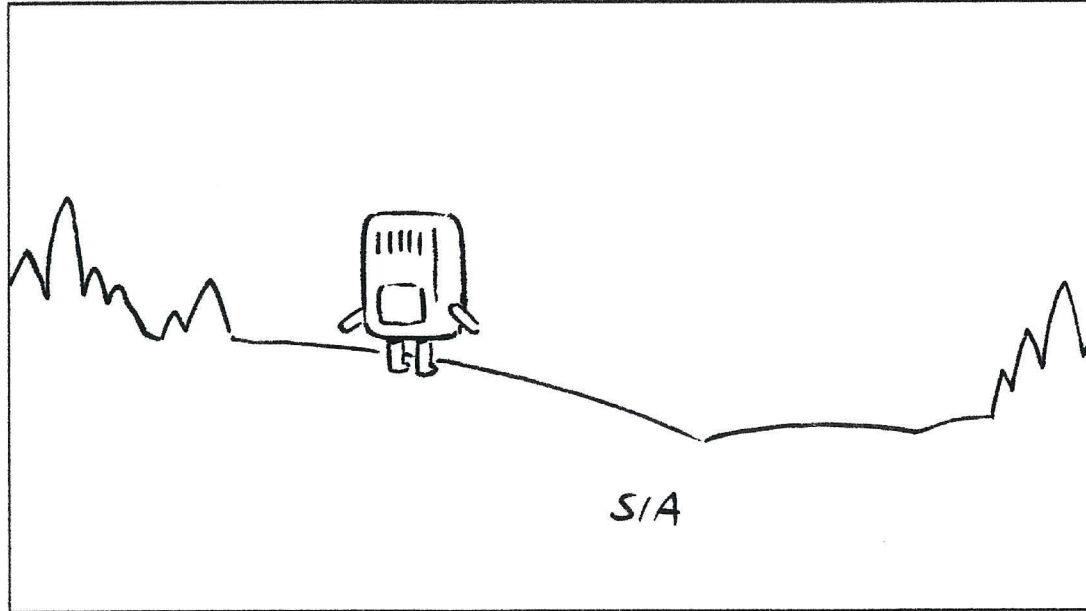
Page 21

Sc. 30

Pnl. B

Bg.

day night

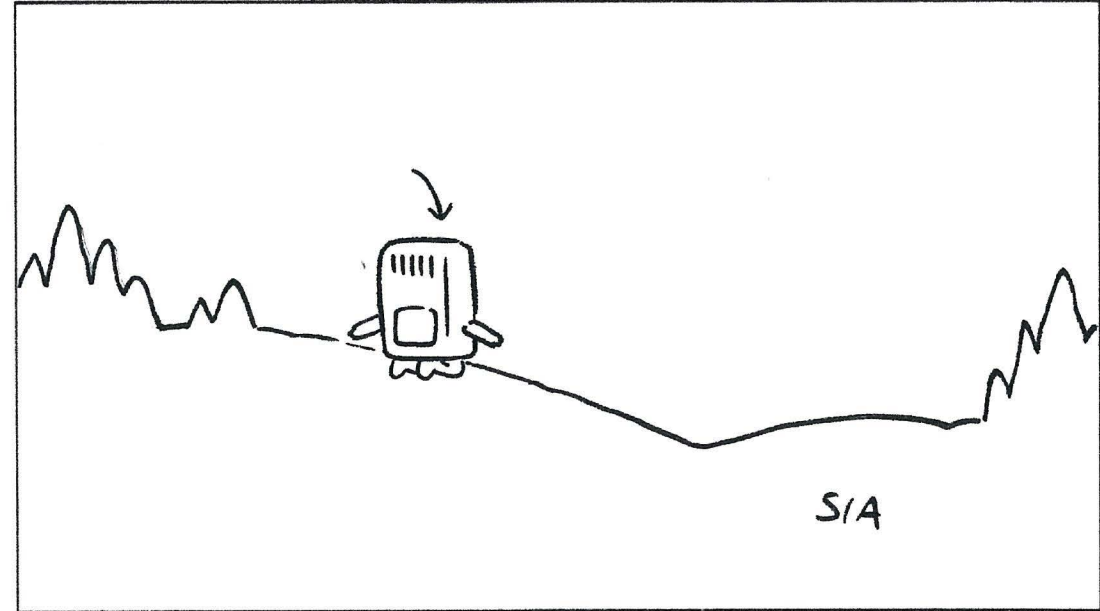


Sc. 30

Pnl. C

Bg.

day night



Dialog:

(FB) [OVERWHELMED/EMOTIONAL] OHHH! OHH!

Action:

-FB DROPS TO KNEES

Timing:

EPISODE #

1034-207

Production :

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ADVENTURE TIME



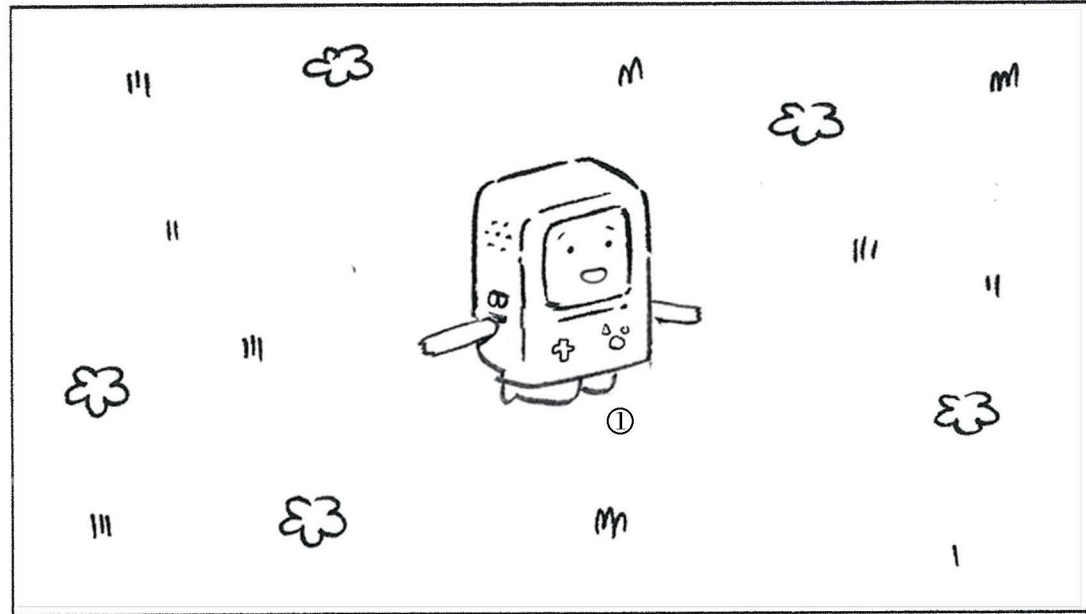
Page 22

Sc. 31

Pnl. A

Bg.

day night

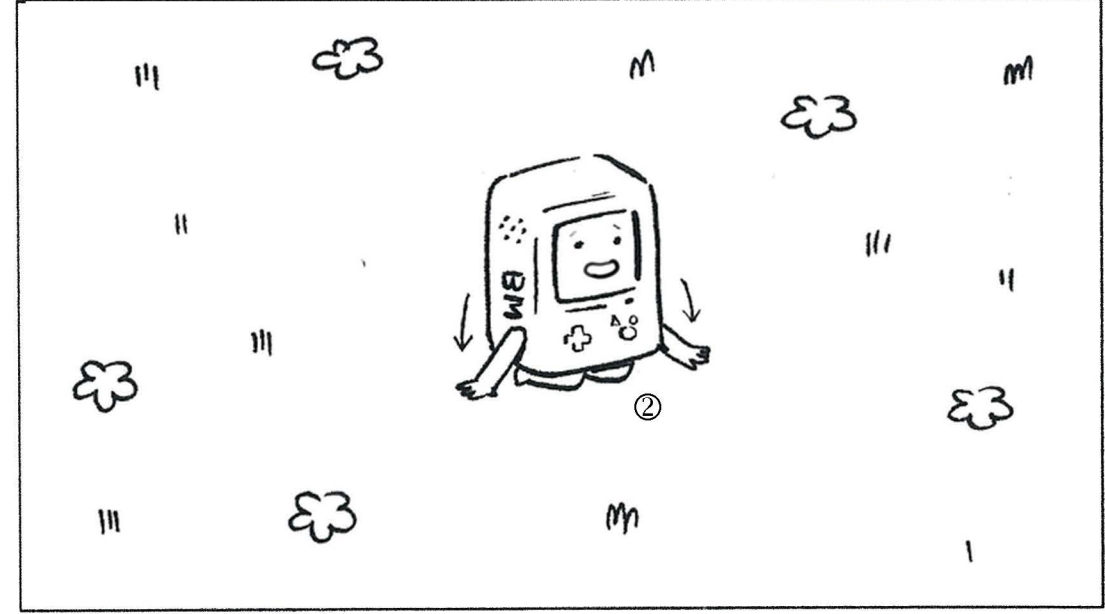


Sc. 31

Pnl. B

Bg.

day night



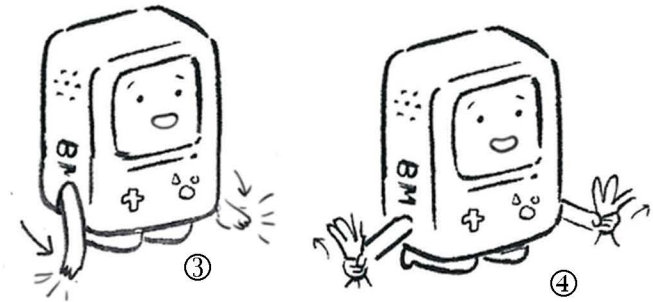
Dialog:

FB: AH! <OVERWHELMED, EMOTIONAL SOUNDS>

Action:

GRABS TWO TUFTS
OF GRASS

Timing:



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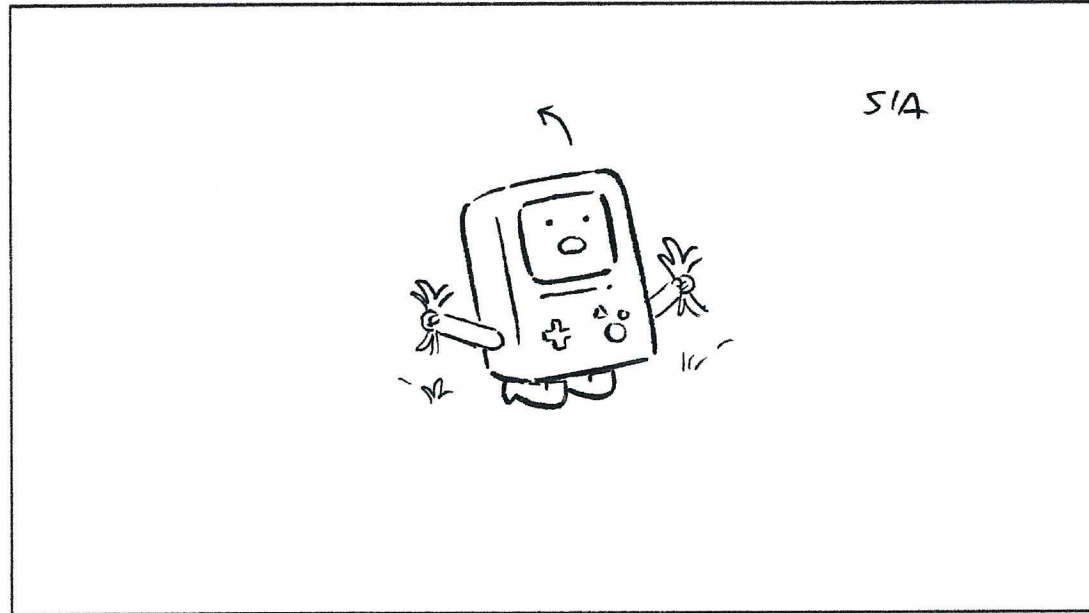
Page 23

Sc. 31

Pnl. C

Bg.

day night



Sc. 32

Pnl. A

Bg.

day night



Dialog:

FB: AH!

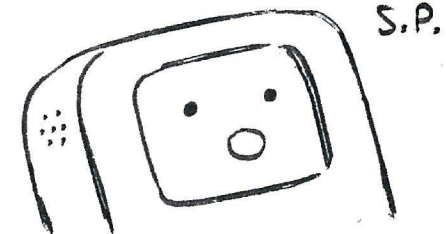
(FB) [OVERWHELMED/EMOTIONAL] OHHH!

Action:

- RIPS UP FISTFULS OF GRASS

- FB RUBS GRASS
ON FACE.

Timing:



EPISODE #

1034-207

Production :

ADVENTURE TIME



Page **24**

Sc. 32

Pnl. B

Bg.

day night



Sc. 32

Pnl. C

Bg.

day night



Dialog:

(FB) [OVERWHELMED/EMOTIONAL] OOOH!

(FB/SFX) * VIBRATING SOUND *

Action:

-FB THROWS GRASS UP LIKE CONFETTI

Timing:



FOOTBALL VIBRATES IN PLEASURE.



EPISODE #
1034-207

Production :

ADVENTURE TIME



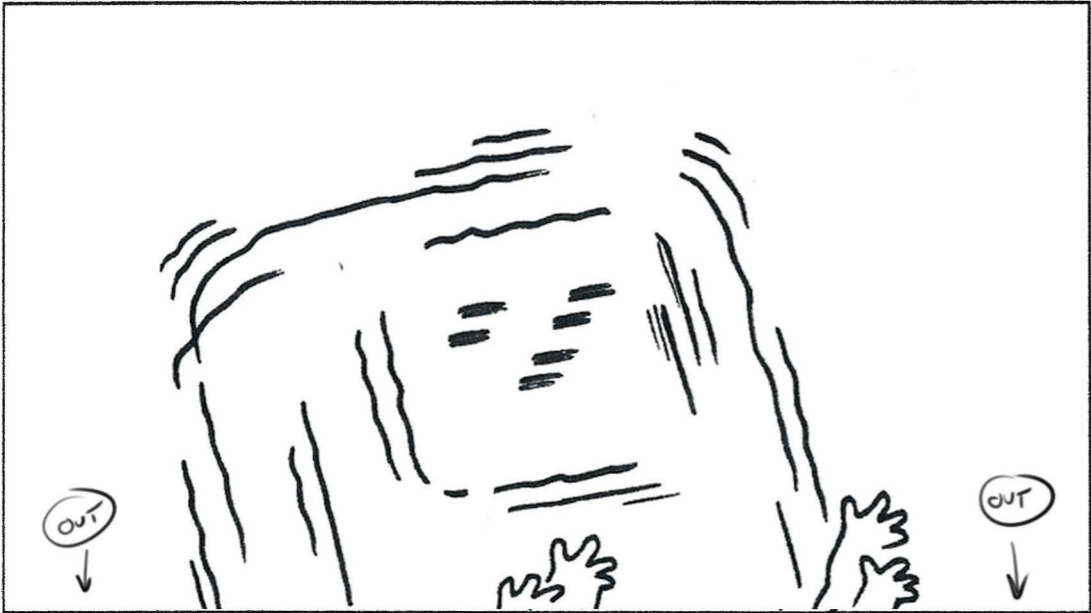
Page 24A

Sc. 32

Pnl. D

Bg.

day night

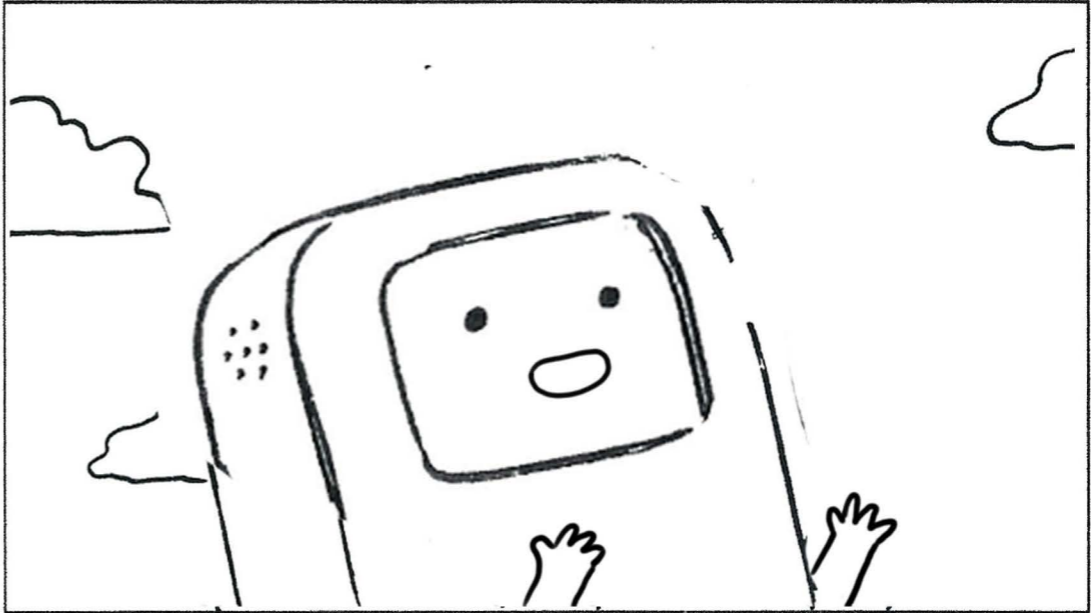


Sc. 32

Pnl. E

Bg.

day night



Dialog:

(FB/SFX) * VIBRATING SOUND *

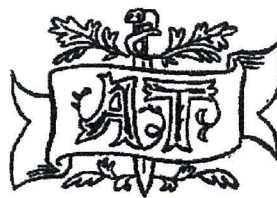
Action:

FOOTBALL VIBRATES IN PLEASURE.

Timing:

EPISODE # 1034-207
Production :

ADVENTURE TIME



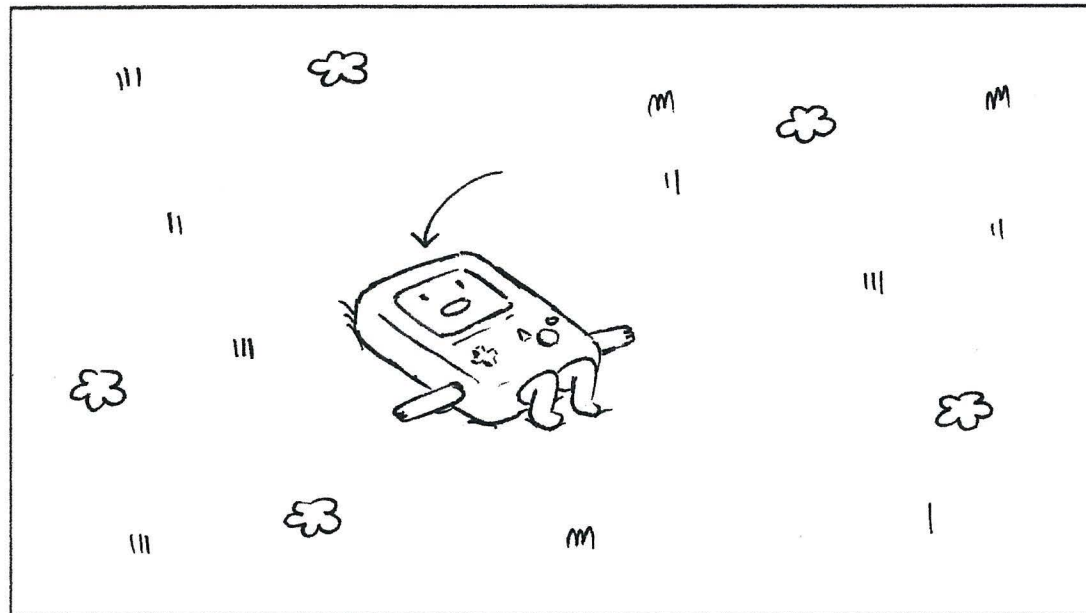
Page 25

Sc. 33

Pnl. A

Bg.

day night

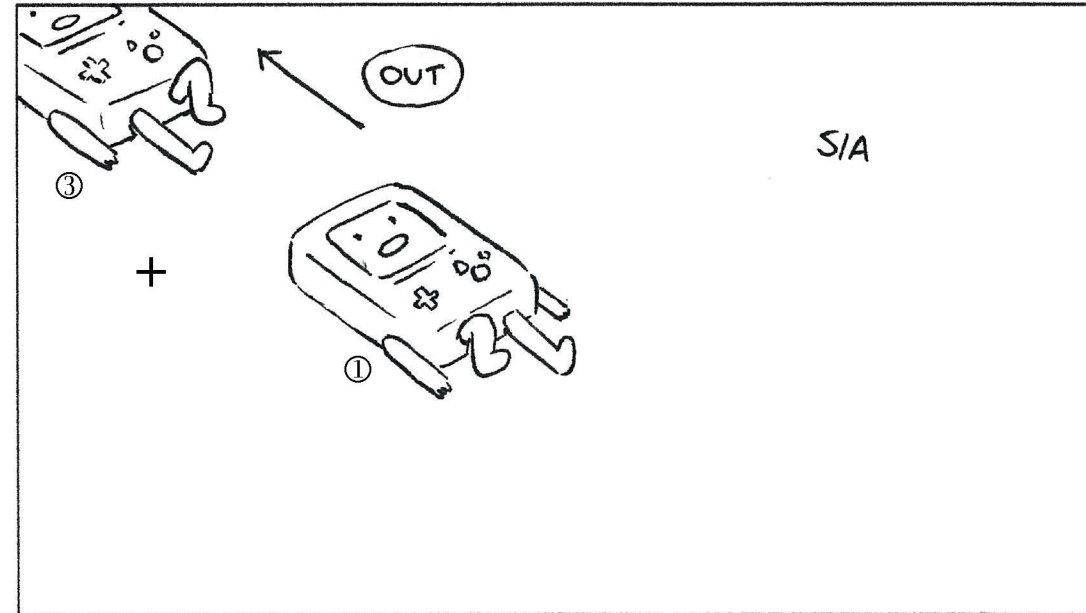


Sc. 33

Pnl. B

Bg.

day night



Dialog:

SFX: * SHFFF *

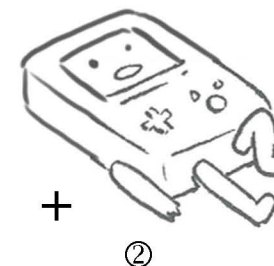
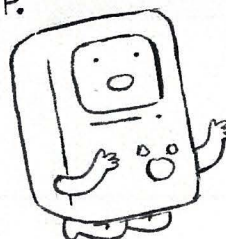
Action:

-FB FALLS BACK

-FB PUSHES SELF
OFFSCREEN JUST WITH LEGS

Timing:

S.P.



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ADVENTURE TIME

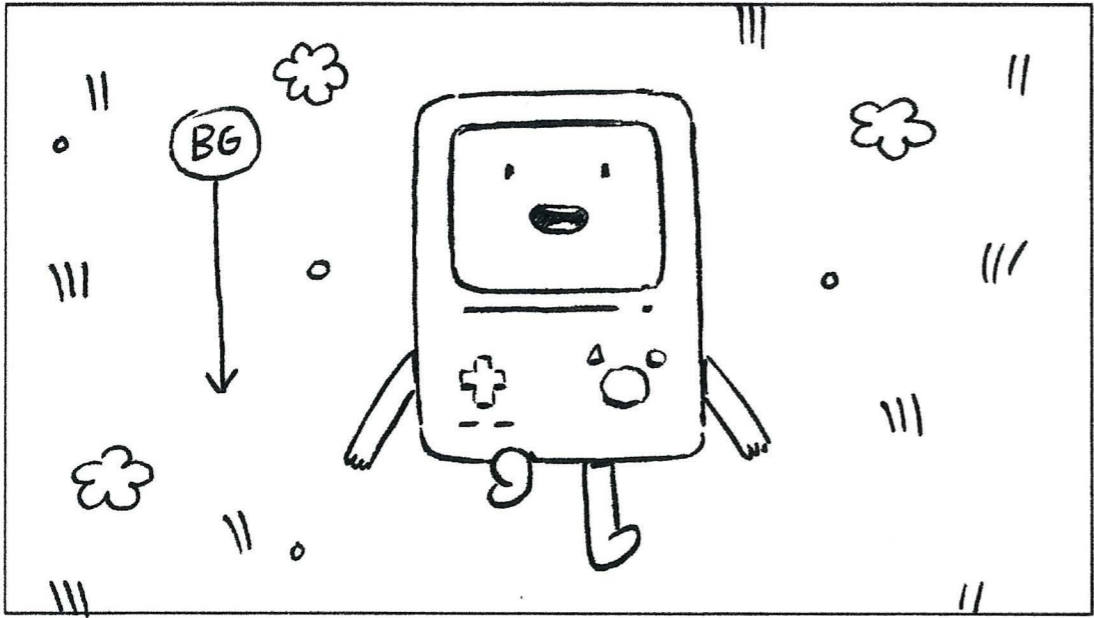


Sc. 34

Pnl. A

Bg.

day night

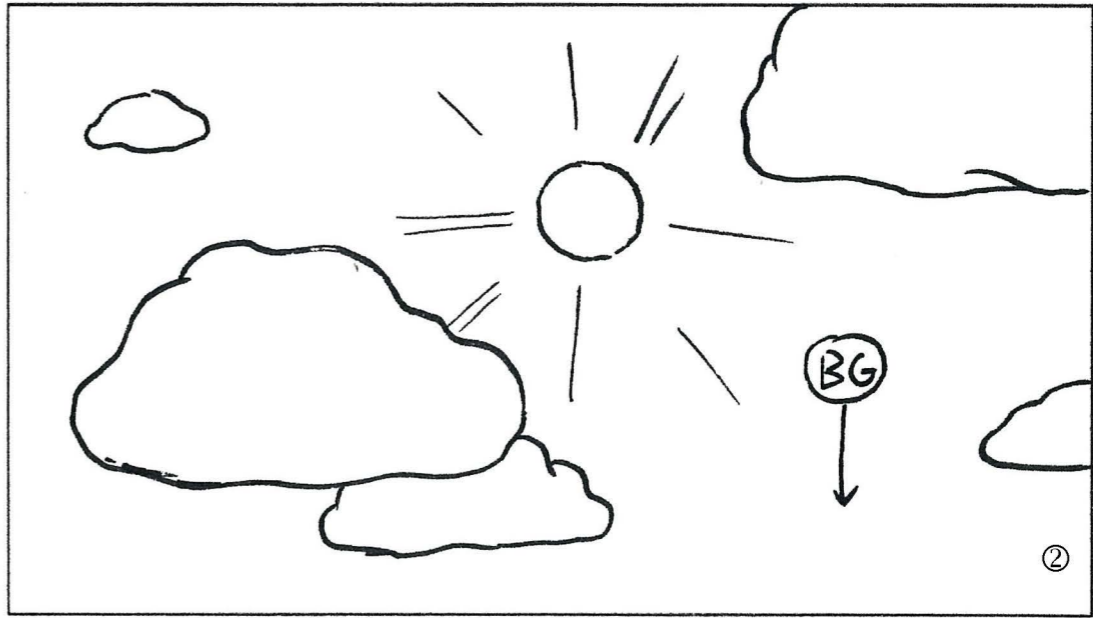


Sc. 35

Pnl. A

Bg.

day night

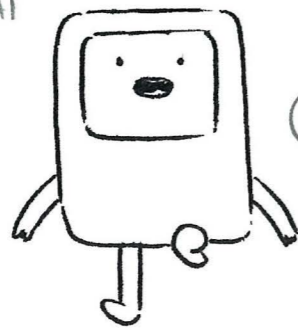


Dialog:

Action: KICKING LEGS, BG MOVING PAST

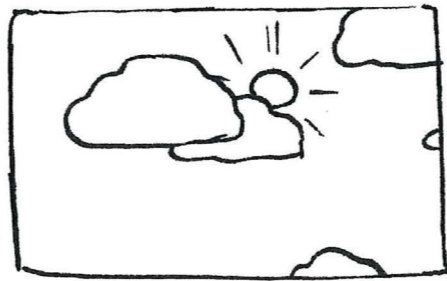
- CYCLE A-AI

Timing:

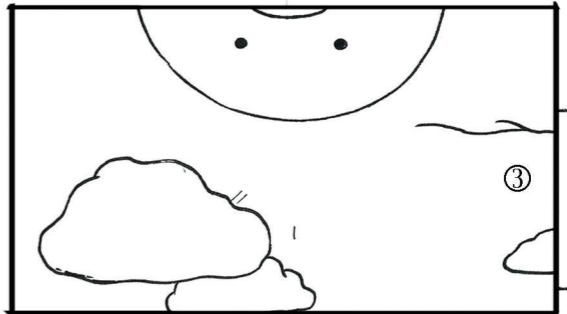


(AI)

- CLOUDS GO PAST OVERHEAD
- MULTIPLANE



S.P.



③

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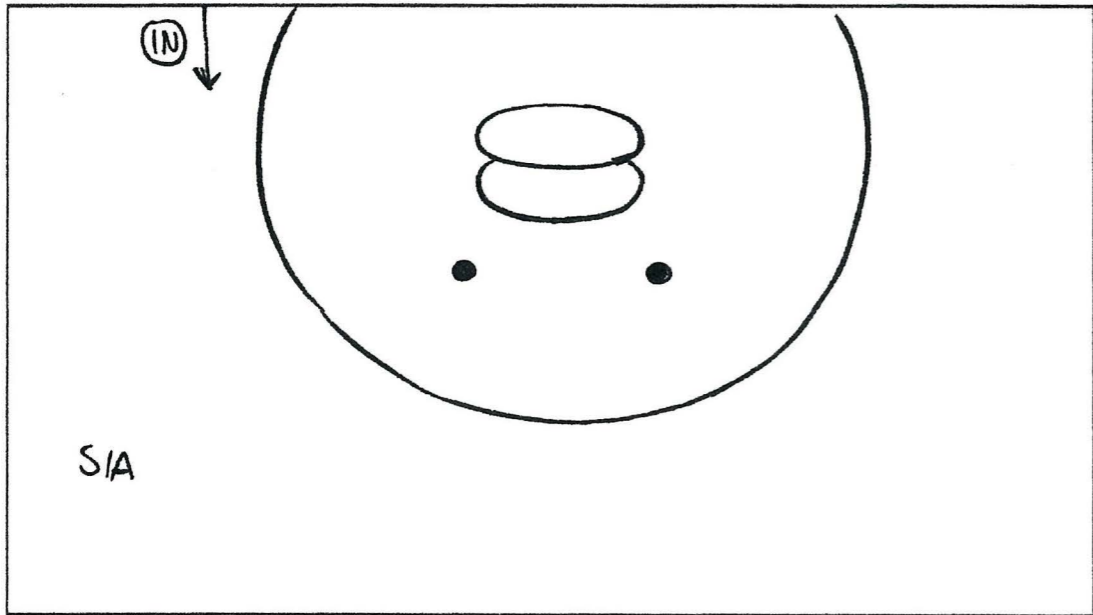


Sc. 35

Pnl. B

Bg.

day night

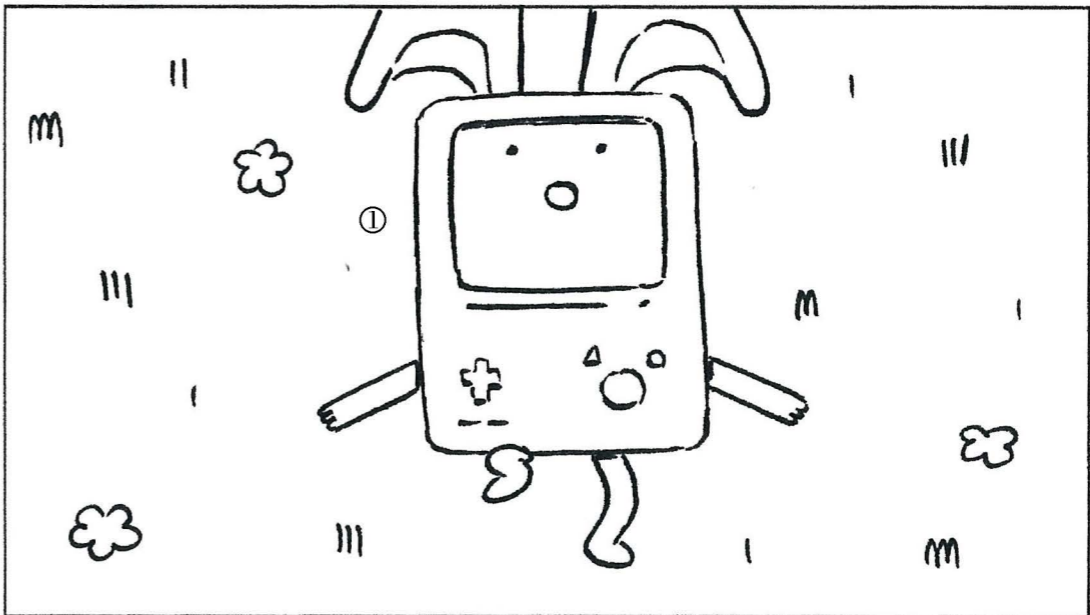


Sc. 36

Pnl. A

Bg.

day night



Dialog:

SAX * BMP *

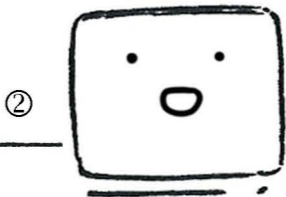
(FB) HELLO.

Action:

- DUCK'S HEAD PANS ON/S.

- FB BUMPS INTO DUCK FEET.

Timing:



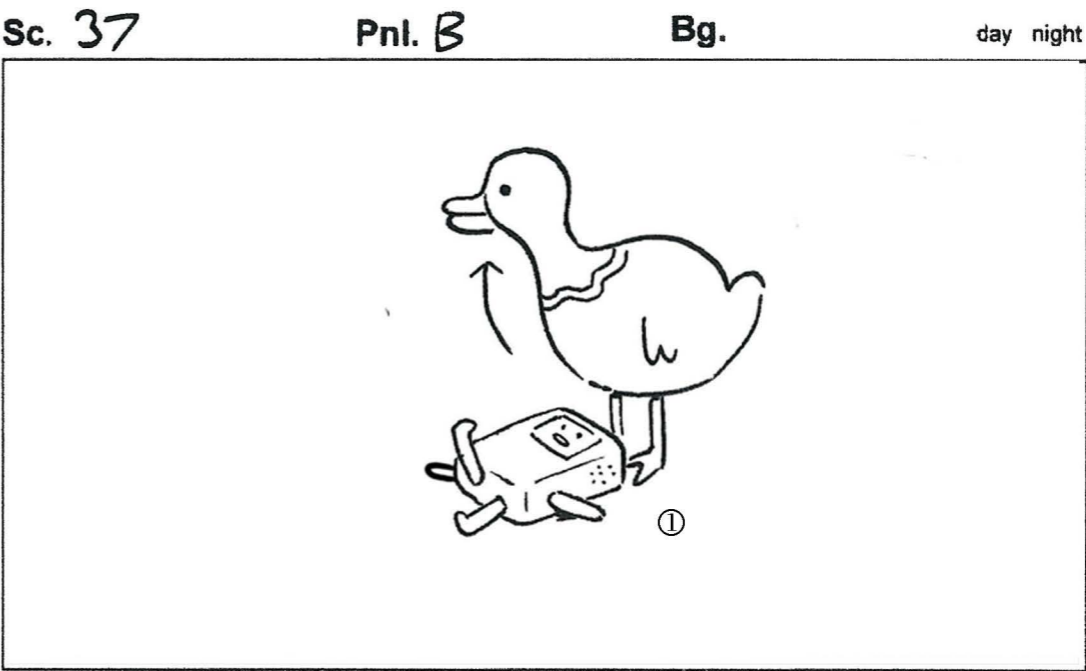
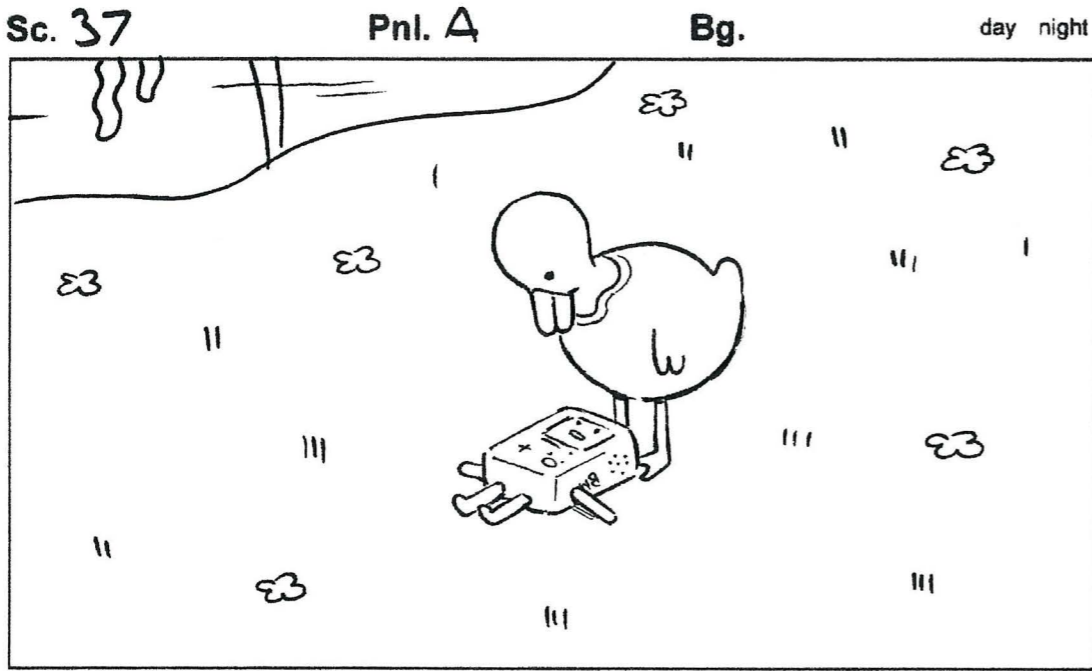
1034-207

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ADVENTURE TIME



Dialog:

(FB) MY NAME IS FOOTBALL.

(FB) AND YOU ARE CARLOS, MY BEST FRIEND SINCE COLLEGE

Action:

- CARLOS LOOKS UP.

Timing:

1034-207

EPISODE #

Production :

ADVENTURE TIME



Page 29

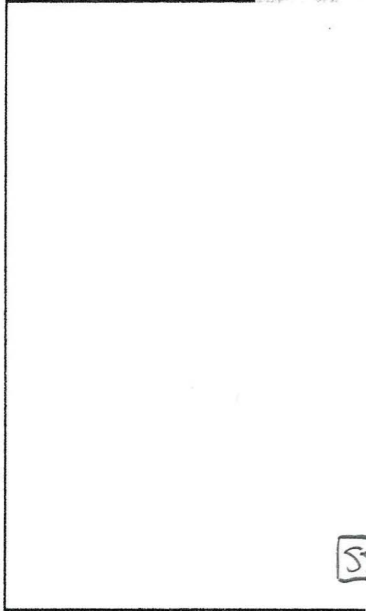
Sc.

Sc. 37

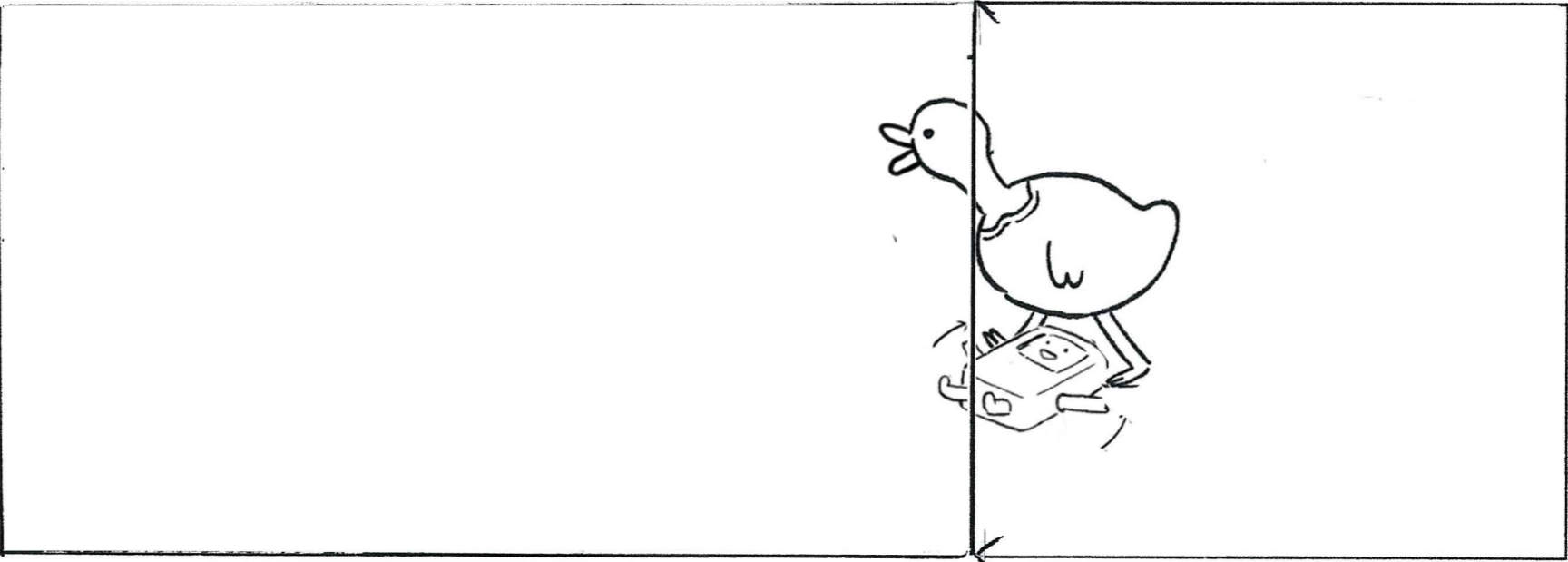
Pl. C

Bg.

day night



STOP



Dialog:

CARLOS: QUACK!

Action:

- CARLOS WALKS PAST FB. PAN w/ CARLOS
- FB SITS UP.

Timing:

EPISODE #

1034-207

START

Production :

ADVENTURE TIME

Page 29A

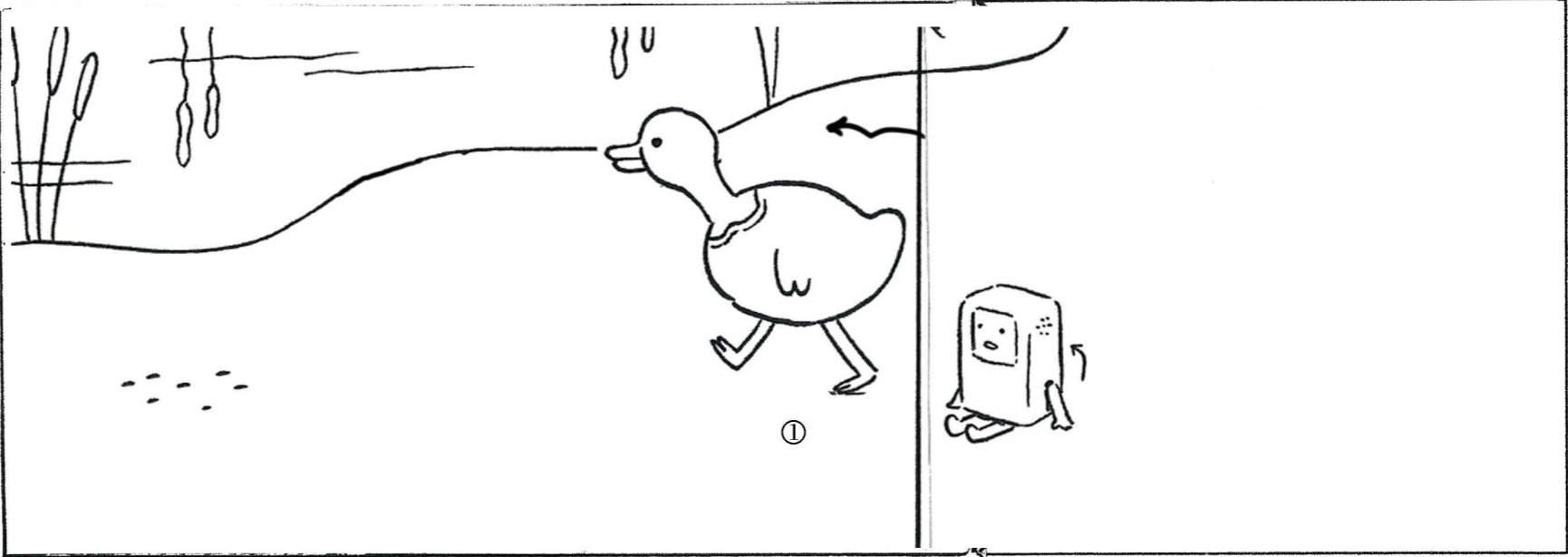
Sc.

Sc. 37

Pnl. D

Bg.

day night



← PAN

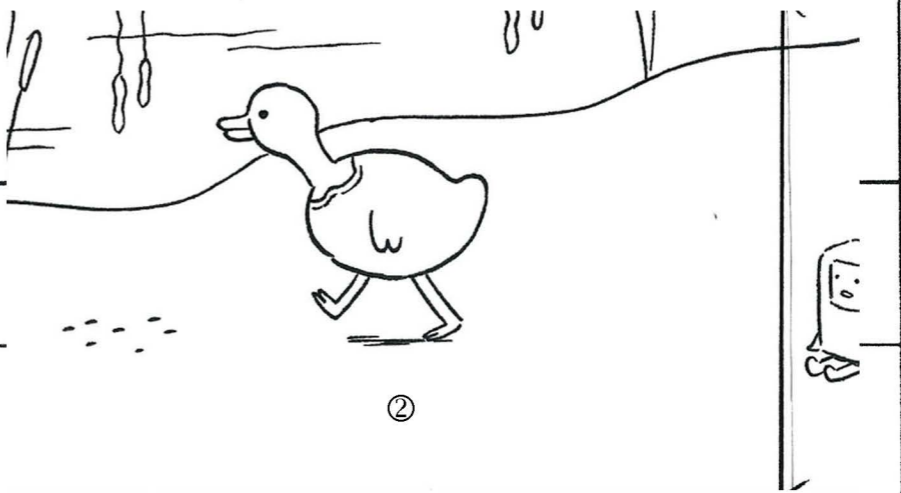
Dialog:

CARLOS: QUACK!

Action:

- CARLOS WALKS PAST FB. PAN w/ CARLOS
- FB SITS UP.

Timing:



1034-207

EPISODE #

START

Production :

ADVENTURE TIME



Page 29B

Sc. 37 Pnl. E Bg. day night

Dialog:

Action:

- CARLOS WALKS PAST FB. PAN w/ CARLOS
- FB SITS UP.

Timing:

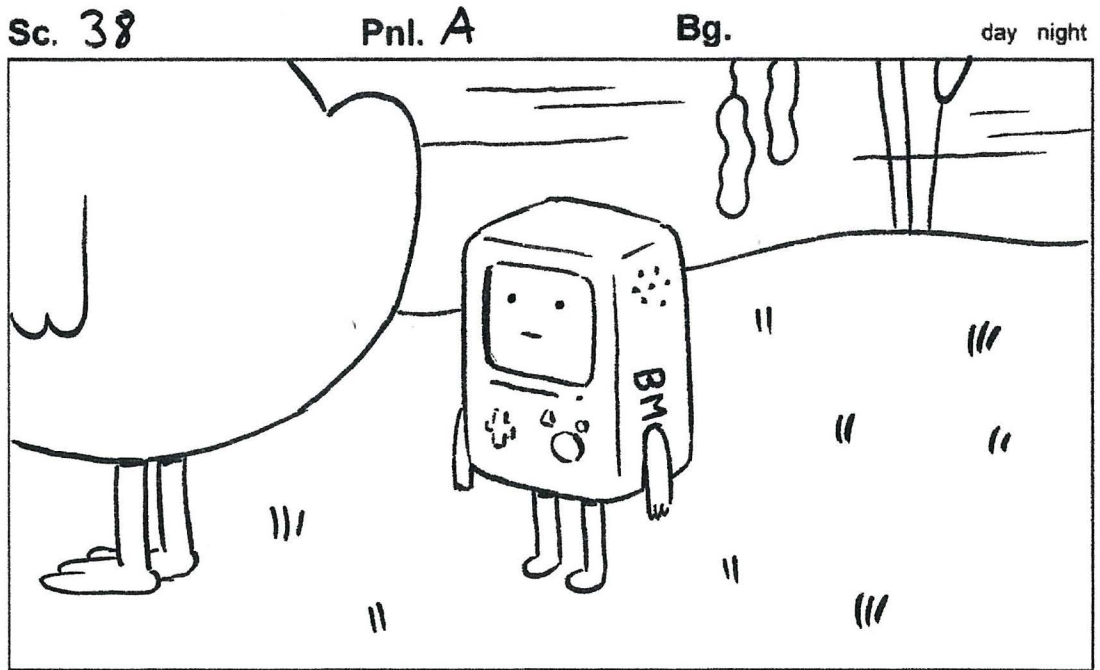
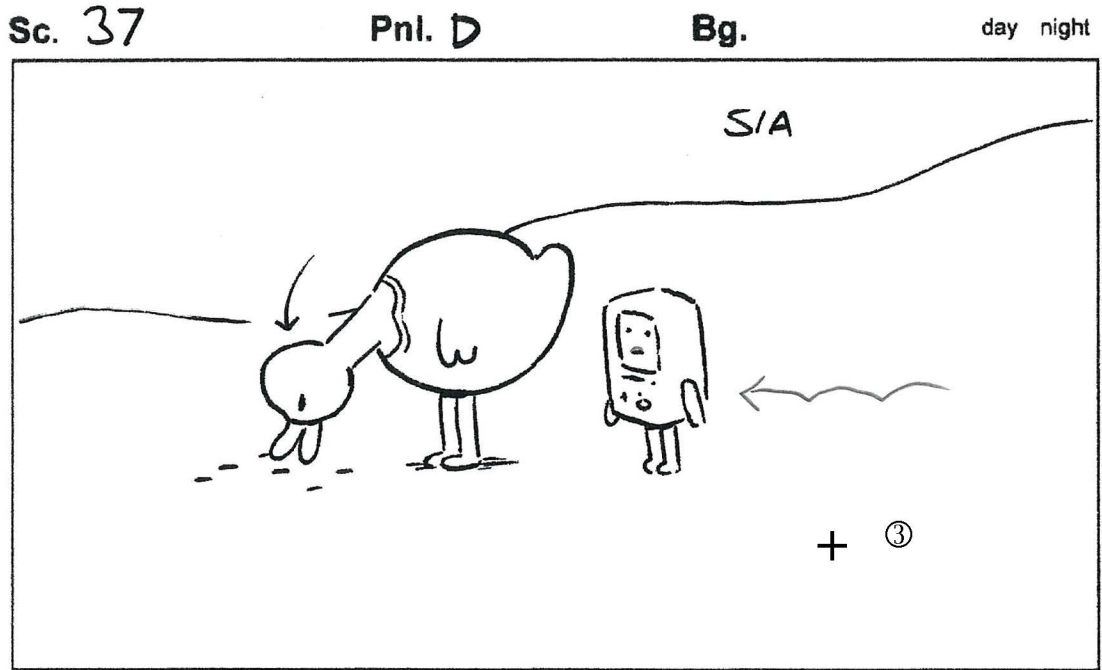
EPISODE # 1034-207

START

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ADVENTURE TIME



Dialog:

(FB) CARLOS!

Action: - FB RUNS ON/S TO CATCH UP TO CARLOS.

Timing:

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ADVENTURE TIME



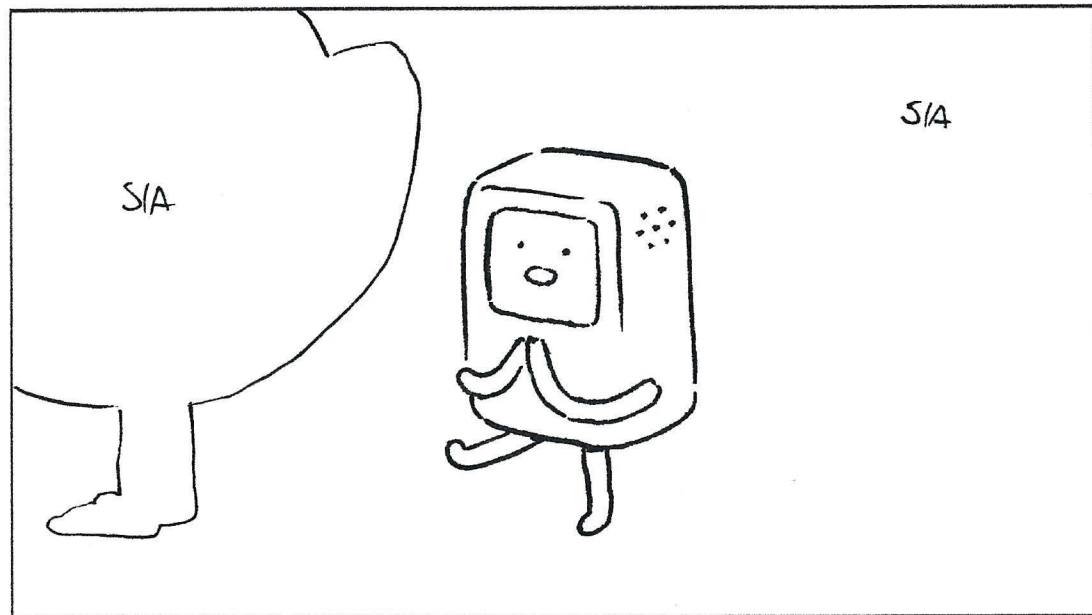
Page 31

Sc. 38

Pnl. B

Bg.

day night

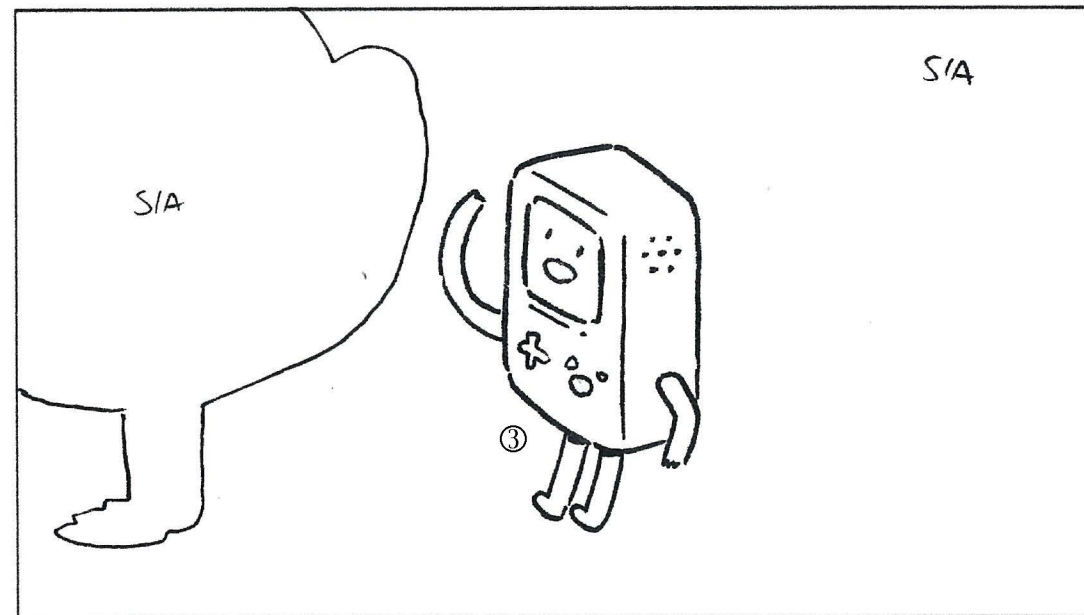


Sc. 38

Pnl. C

Bg.

day night



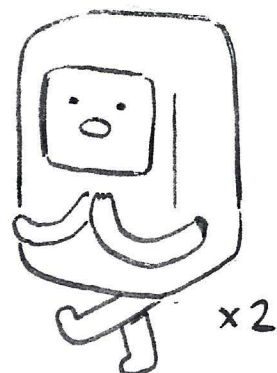
Dialog:

(FB) [LAUGHING]

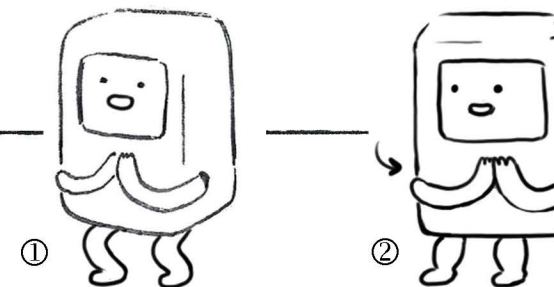
Action:

-FB KICKS LEGS/
DANCES

Timing:



(FB) OKAY! LET'S NOT LEAVE IT SO
LONG NEXT TIME CARLOS



Production :

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ADVENTURE TIME



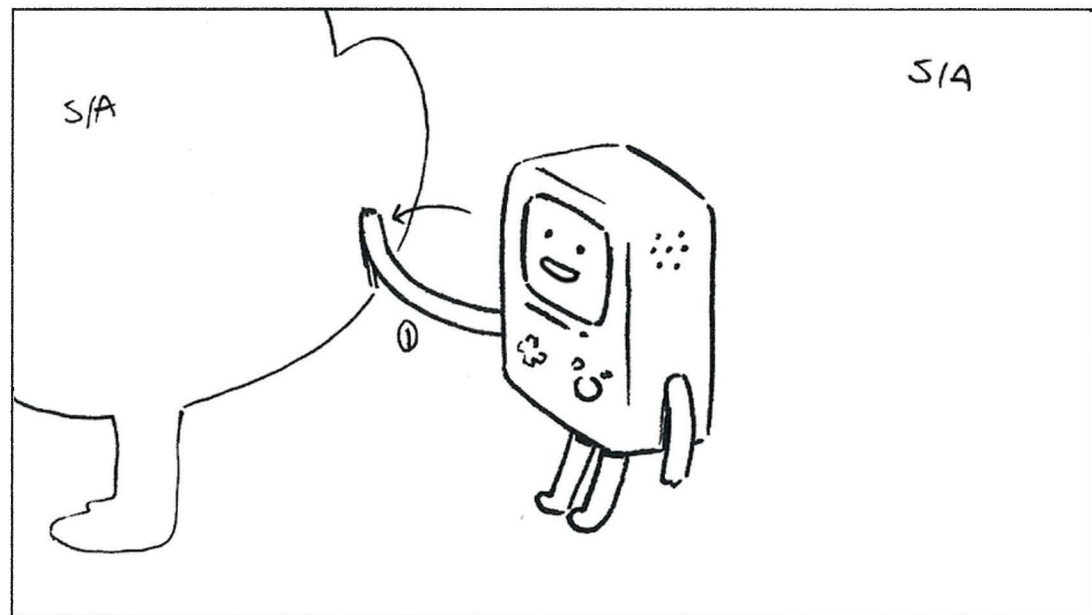
Page 32

Sc. 38

Pnl. D

Bg.

day night

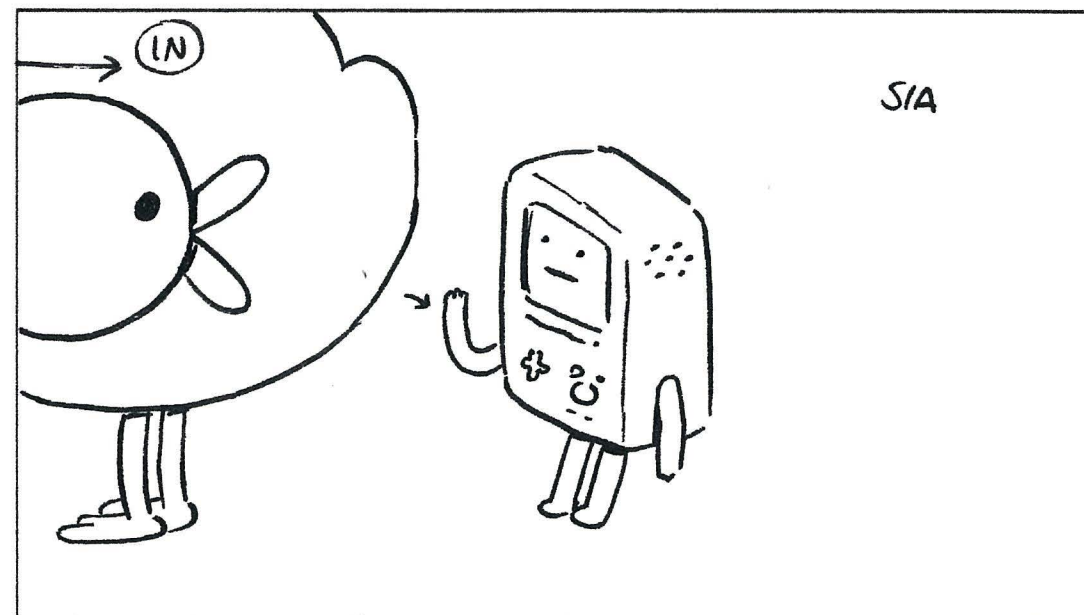


Sc. 38

Pnl. E

Bg.

day night



Dialog:

(SFX) *PAT*

(CARLOS) WAK

Action:

Timing:

EPISODE #

1034-207

Production :

ADVENTURE TIME



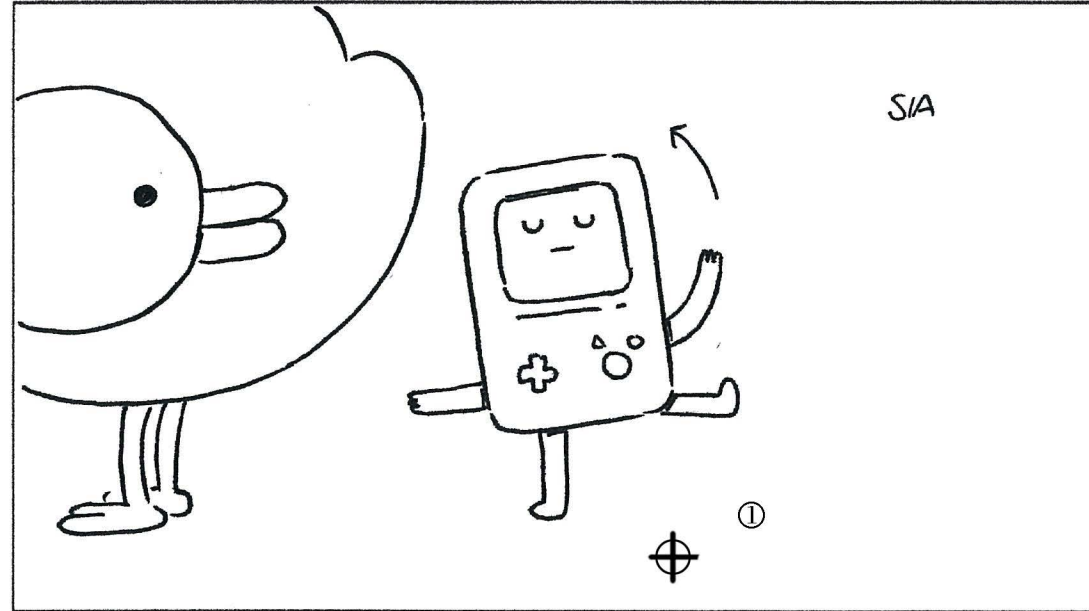
Page **33**

Sc. 38

Pnl. F

Bg.

day night

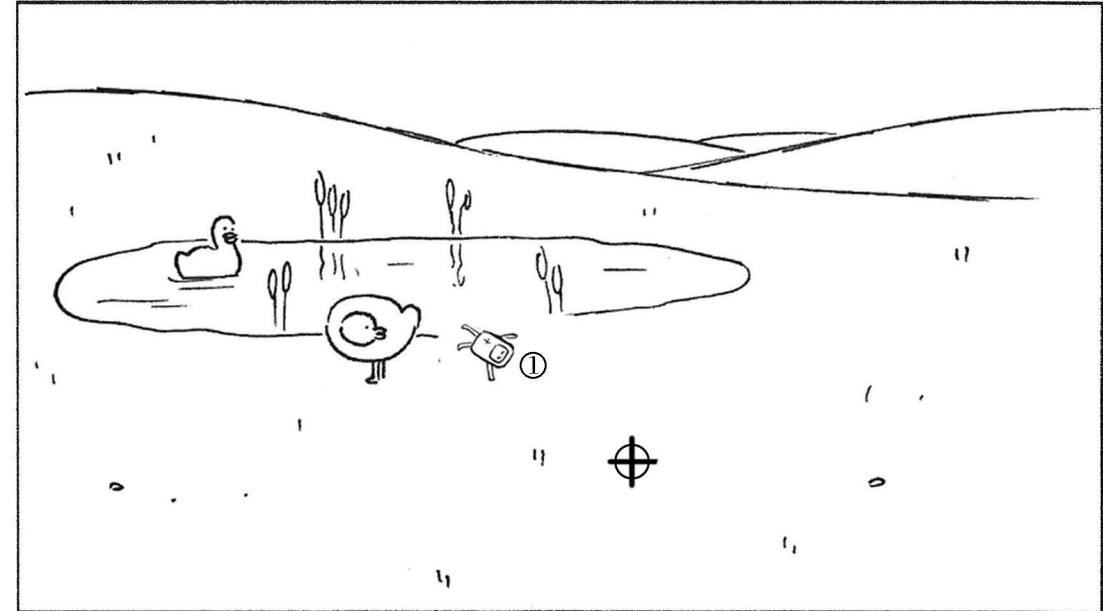


Sc. 39

Pnl. A

Bg.

day night



Dialog:

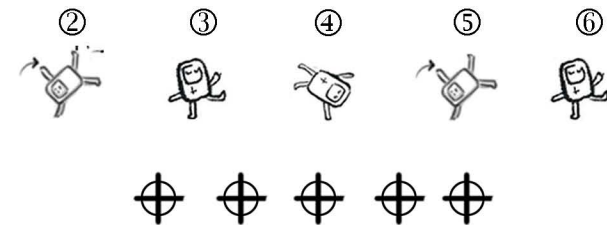
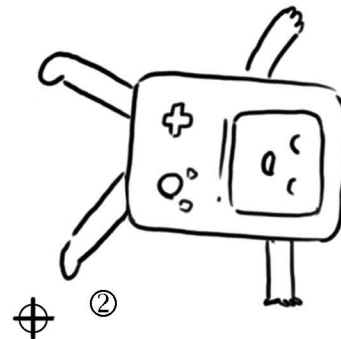
FB/ [laughing]

Action:

PREPARES TO CARTWHEEL

-FB CARTWHEELS AWAY

Timing:



Production :

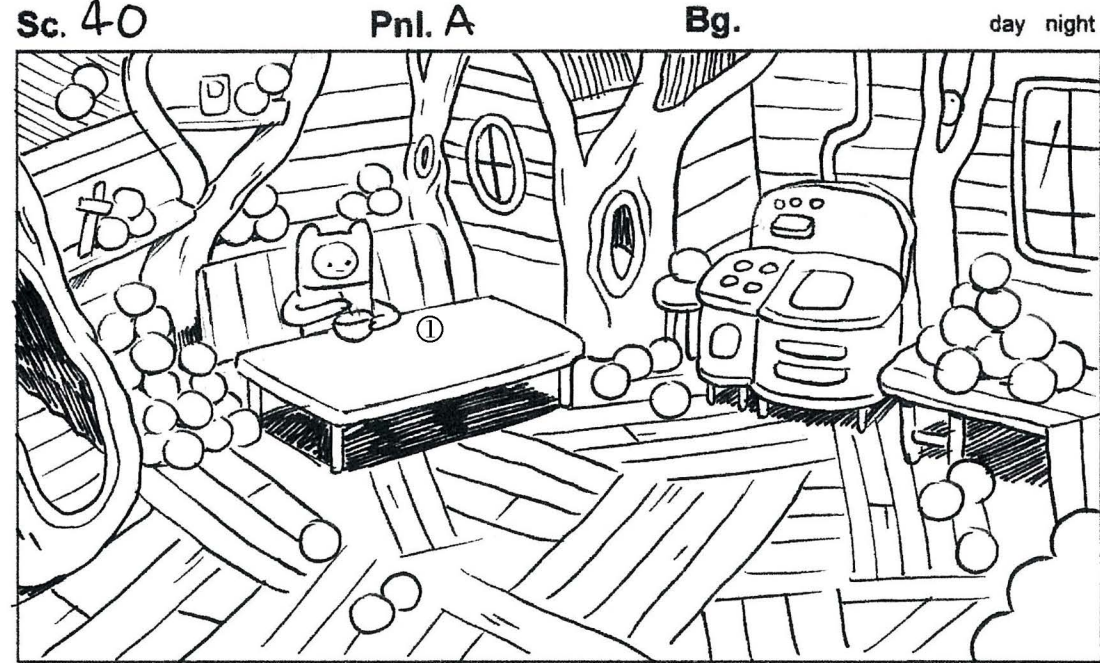
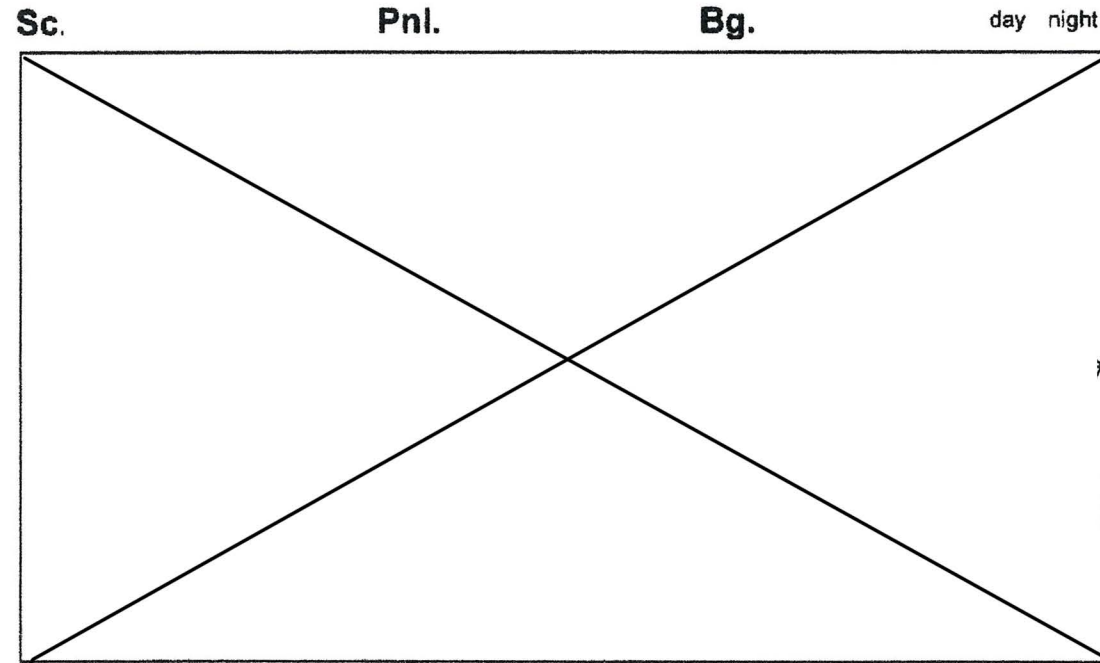
EPISODE #

1034-207

ADVENTURE TIME



Page 34



Dialog:

Action:

- INT. TREEHOUSE KITCHEN.
- PILES OF GRAPEFRUITS

Timing:



EPISODE #

1034-207

Production :

ADVENTURE TIME



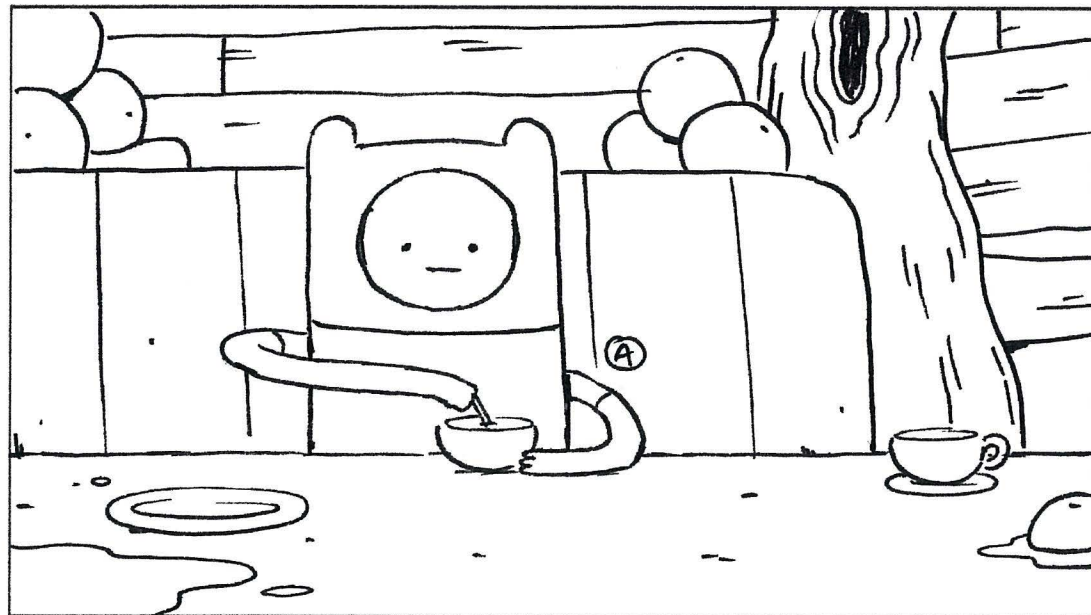
Page 35

Sc. 41

Pnl. A

Bg.

day night

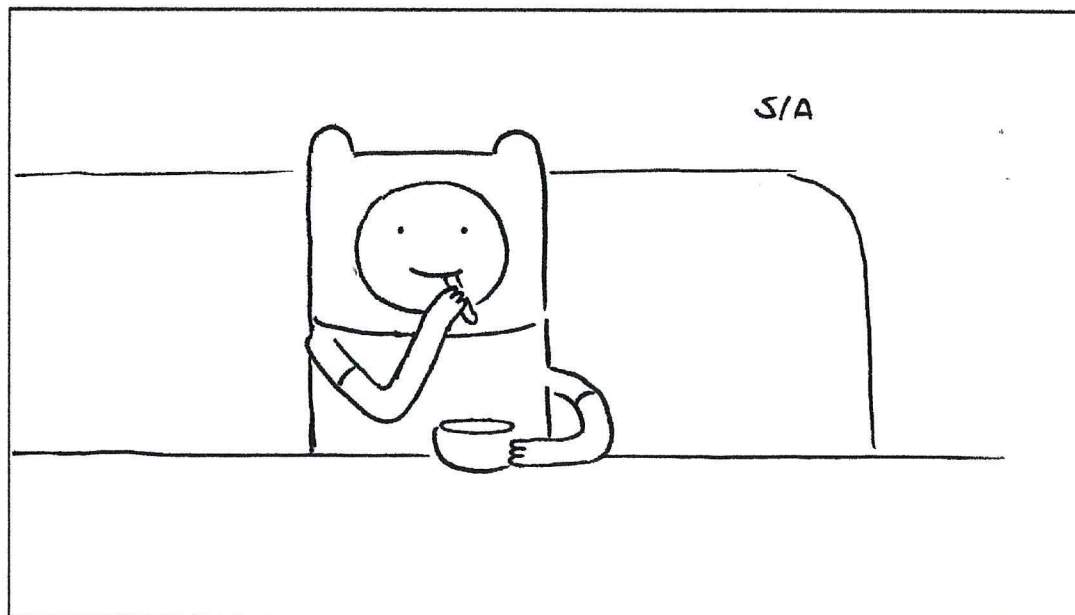


Sc. 41

Pnl. B

Bg.

day night

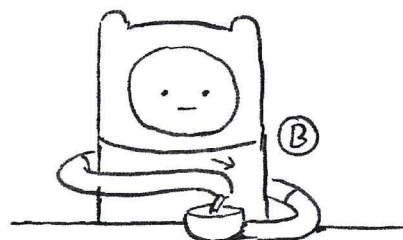


Dialog:

Action:

DIGS INTO GRAPEFRUIT (A)(B)(A)(B)

Timing:



EPISODE #

1034-207

Production :

ADVENTURE TIME



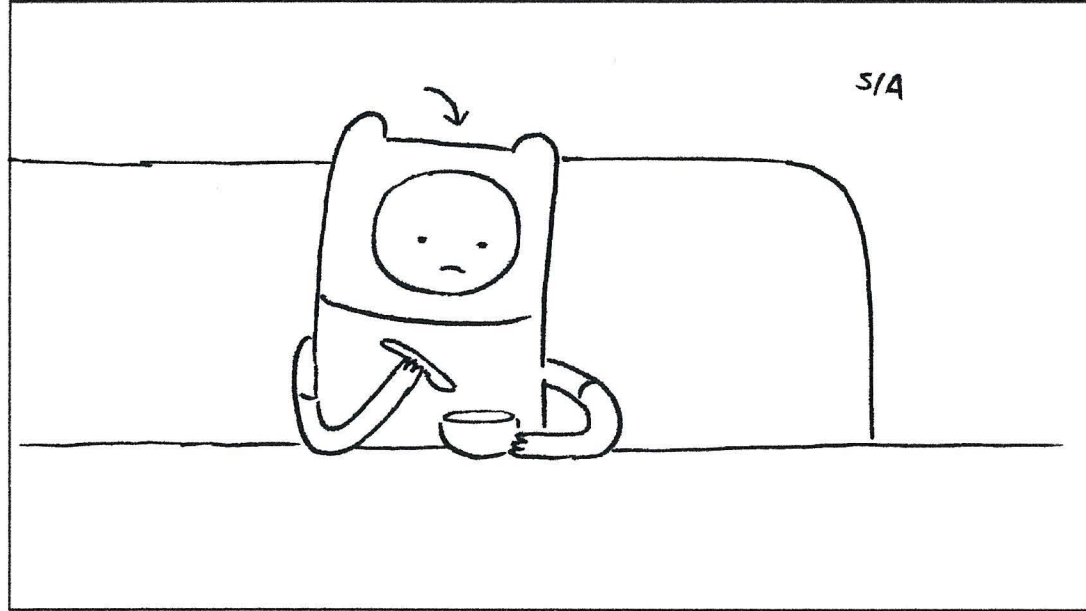
Page 36

Sc. 41

Pnl. C

Bg.

day night

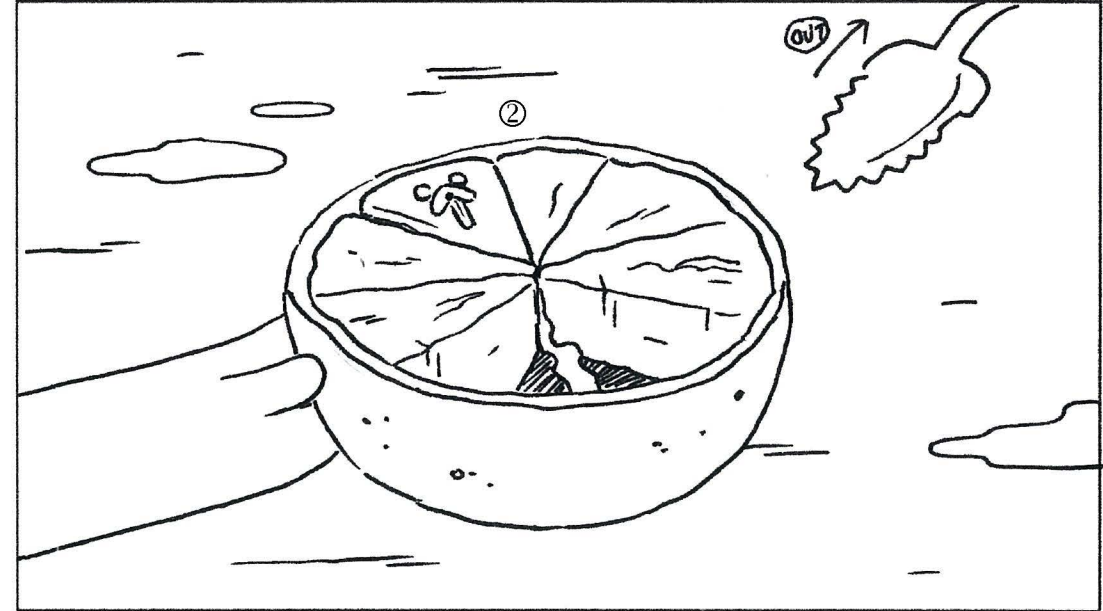


Sc. 42

Pnl. A

Bg.

day night



Dialog:

(F) HRM?

(0/5)
(F) JAAKE

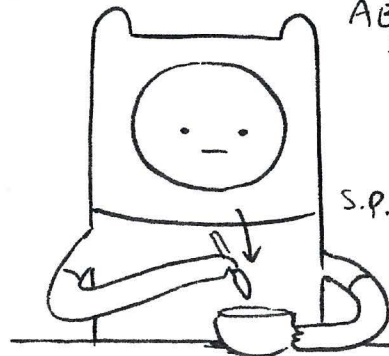
Action:

GOES FOR ANOTHER SCOOP AND
ABRUPTLY
STOPS

- F. WITHDRAWS SPOON.

- JAKE HAS REPLACED A SEGMENT of GRAPEFRUIT.

Timing:



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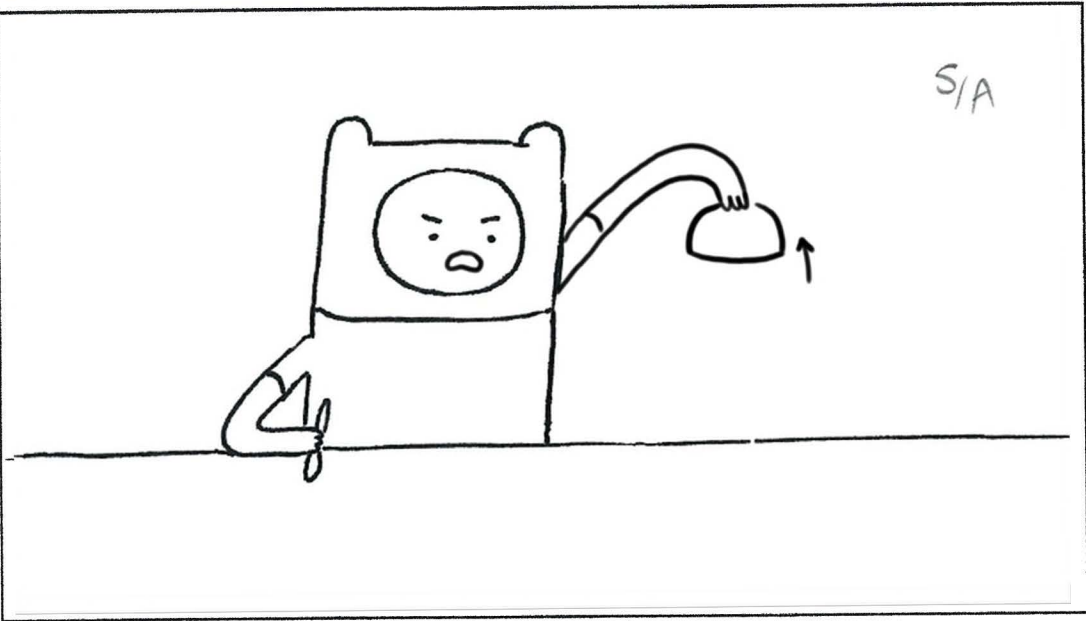


Sc. 43

Pnl. A

Bg.

day night

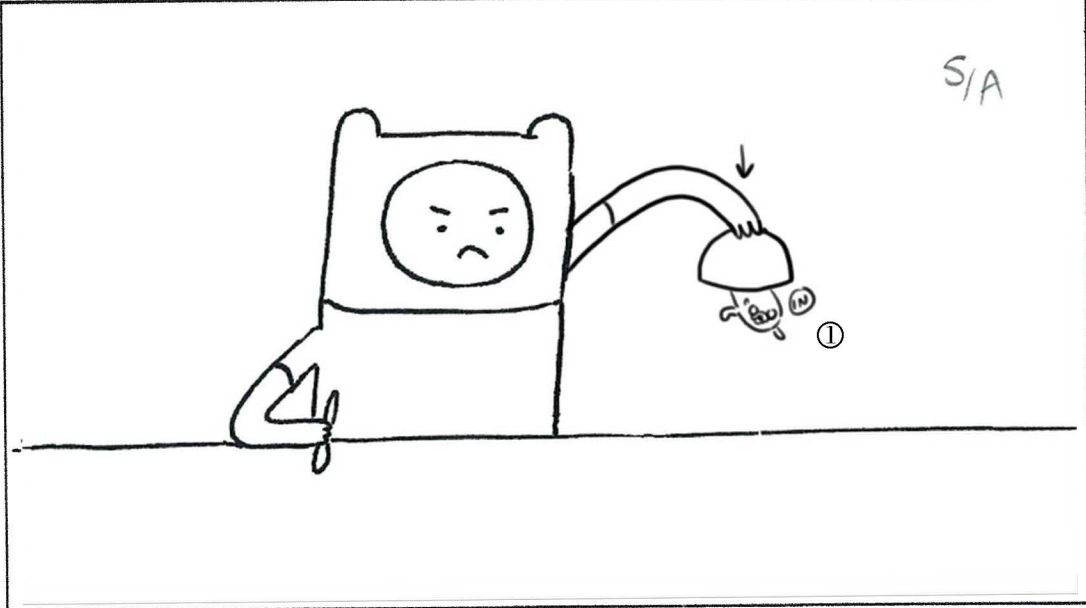


Sc. 43

Pnl. B

Bg.

day night



Dialog:

① GET OUT OF MY FRUIT MAN

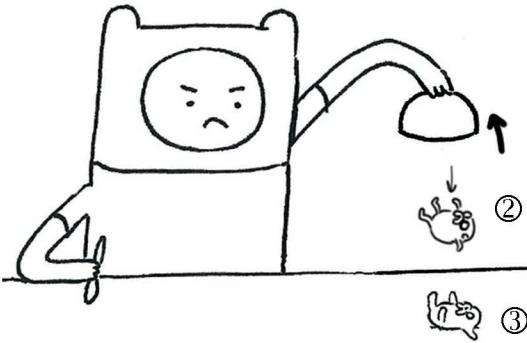
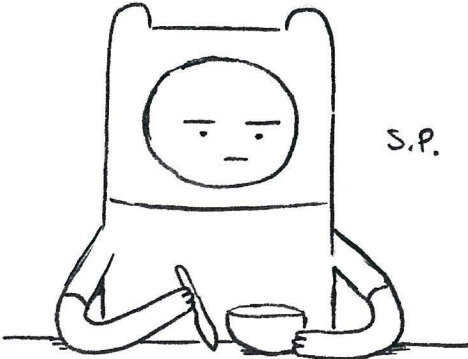
② *GIGGLING*

③ *PLOP*

Action:

- F SHAKES FRUIT ONCE. JAKE PLOPS OUT AND LANDS ON TABLE,

Timing:



1034-207

EPISODE #

Production :

ADVENTURE TIME



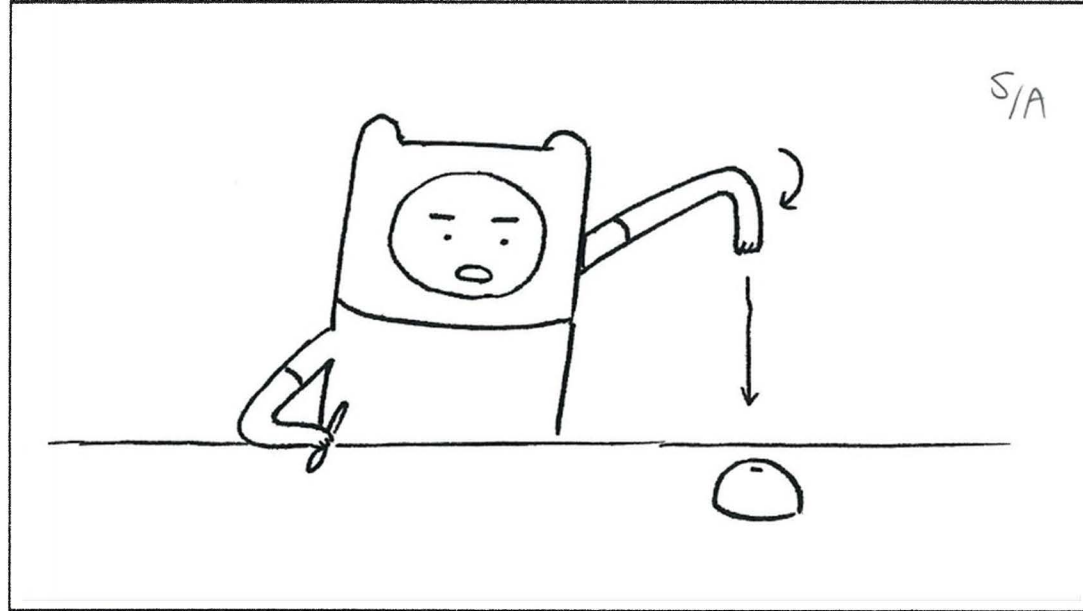
Page 38

Sc. 43

Pnl. C

Bg.

day night

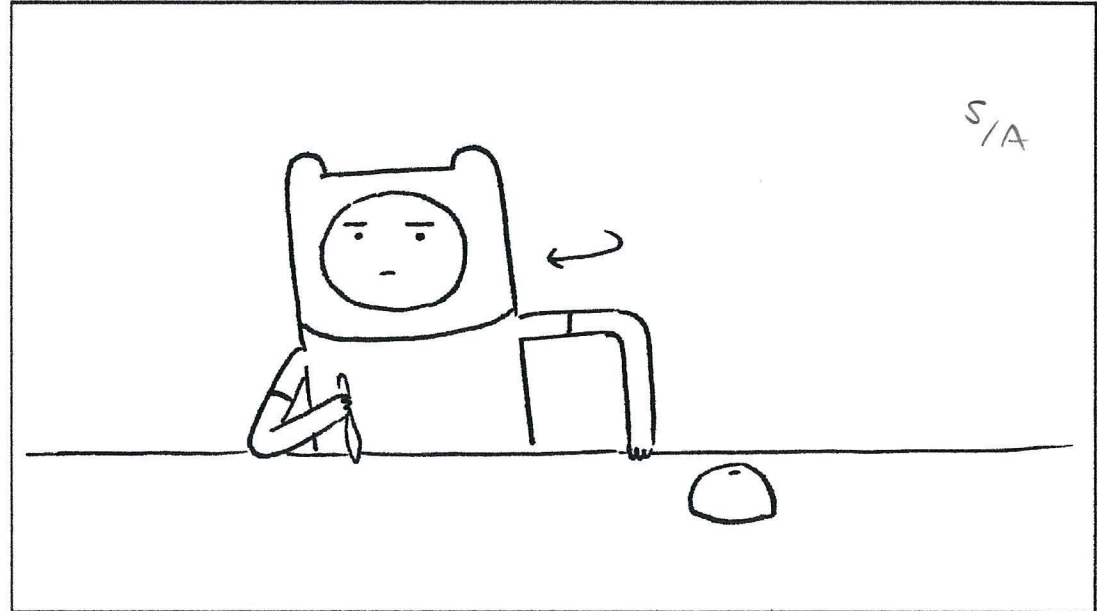


Sc. 43

Pnl. D

Bg.

day night



Dialog:

⑦ YOU'RE CUTE BUT YOU'RE DIRTY.

SFX: * THP *

⑦ *GIGGLING (MUFFLED)*

FOOTBALL [OIS] *GASP*

Action:

- DROPS FRUIT ON JAKE

- F. LOOKS UP, HEARING FOOTBALL.

Timing:

EPISODE #

1034-207

Production :

ADVENTURE TIME



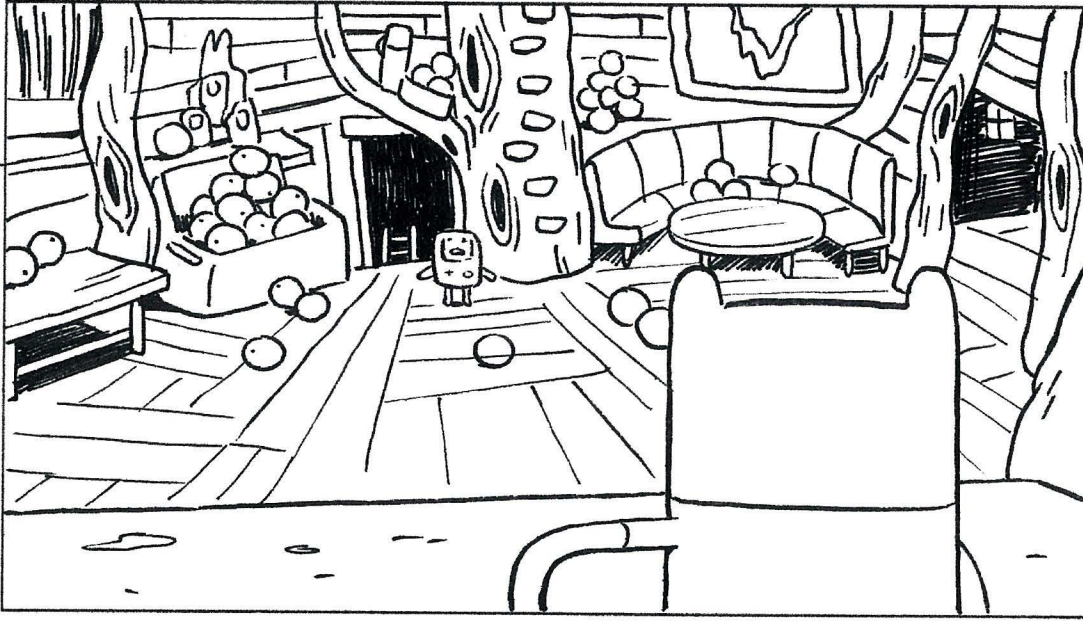
Page 39

Sc. 44

Pnl. A

Bg.

day night

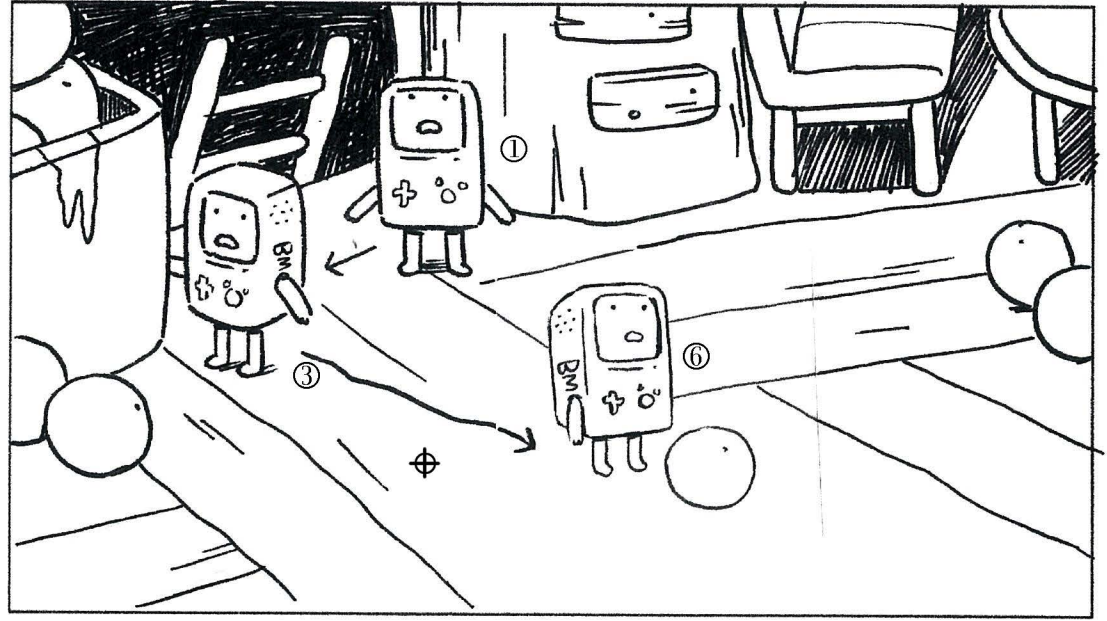


Sc. 45

Pnl. A

Bg.

day night



Dialog:

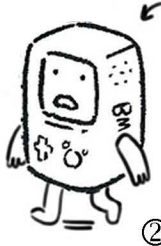
FB: OOOHHH ...

Action:

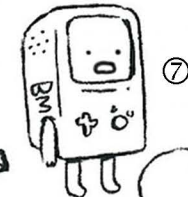
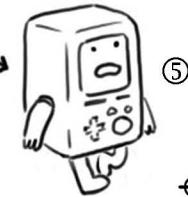
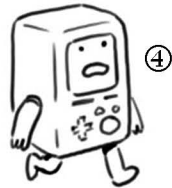


FB TURNING BACK AND FORTH,
TAKING THE ROOM IN.

Timing:



- FB LOOKING AROUND IN WONDER



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ADVENTURE TIME



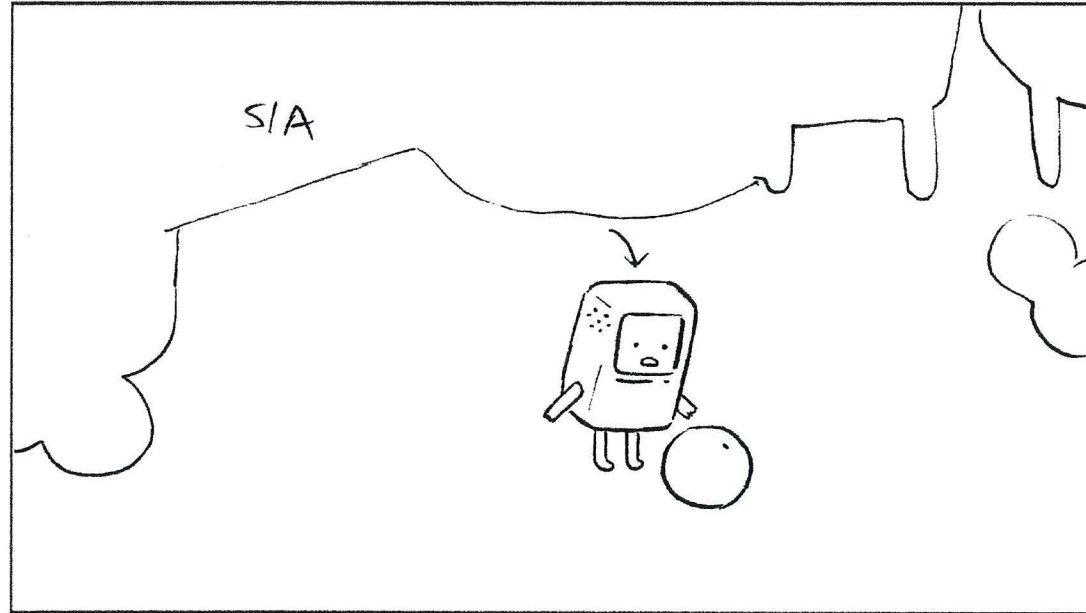
Page 40

Sc. 45

Pnl. B

Bg.

day night

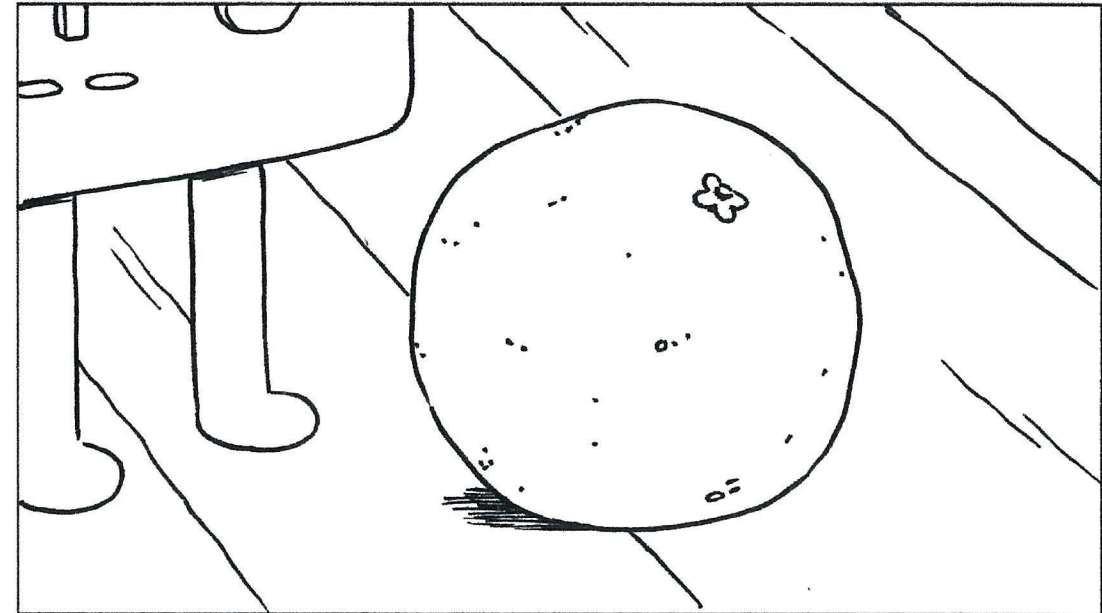


Sc. 46

Pnl. A

Bg.

day night



Dialog:

(FB) WHAT ARE YOU DOING ON THE FLOOR
YOU BAD BABY.

(G.F) ...

Action:

Timing:

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ADVENTURE TIME



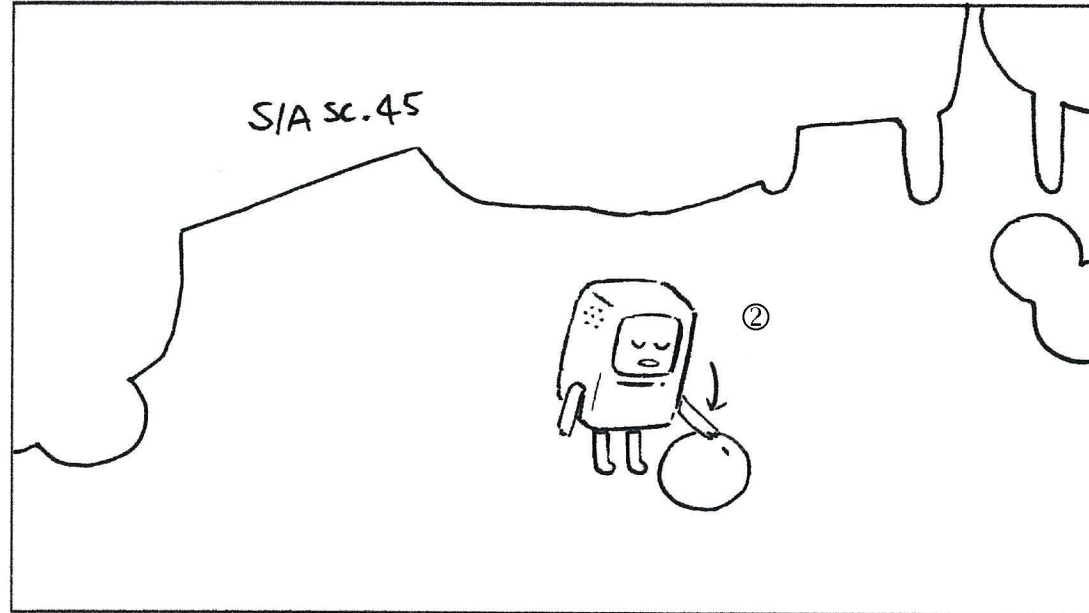
Page 41

Sc. 47

Pnl. A

Bg.

day night

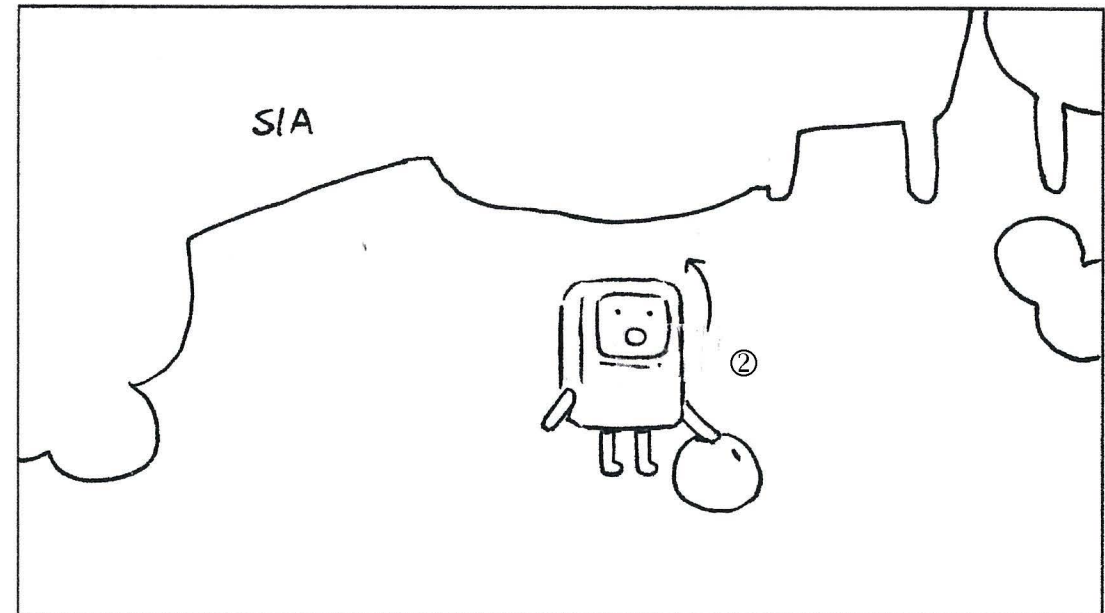


Sc. 47

Pnl. B

Bg.

day night



Dialog:

FB/ Yes. Shhh. Yess. I understand.

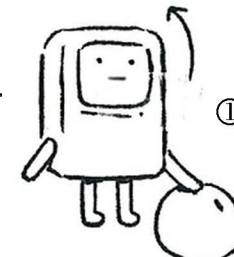
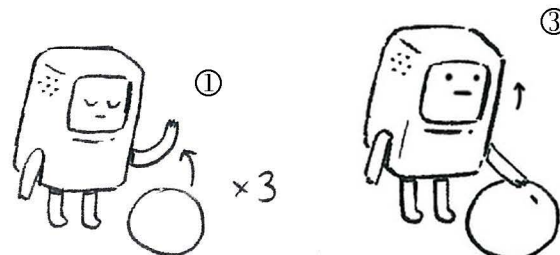
(SFX) * PAT PAT PAT *

(FB) OH BABY, DON'T TURN AROUND

Action:

- FB PATS GRAPEFRUIT

Timing:



1034-207

EPISODE #

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ADVENTURE TIME



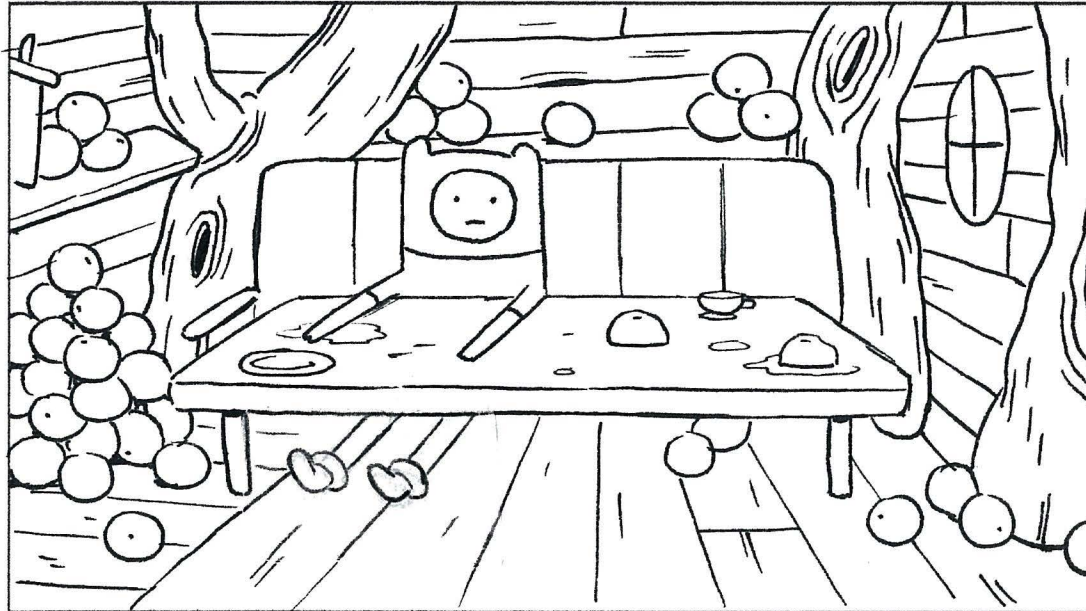
Page 42

Sc. 48

Pnl. A

Bg.

day night

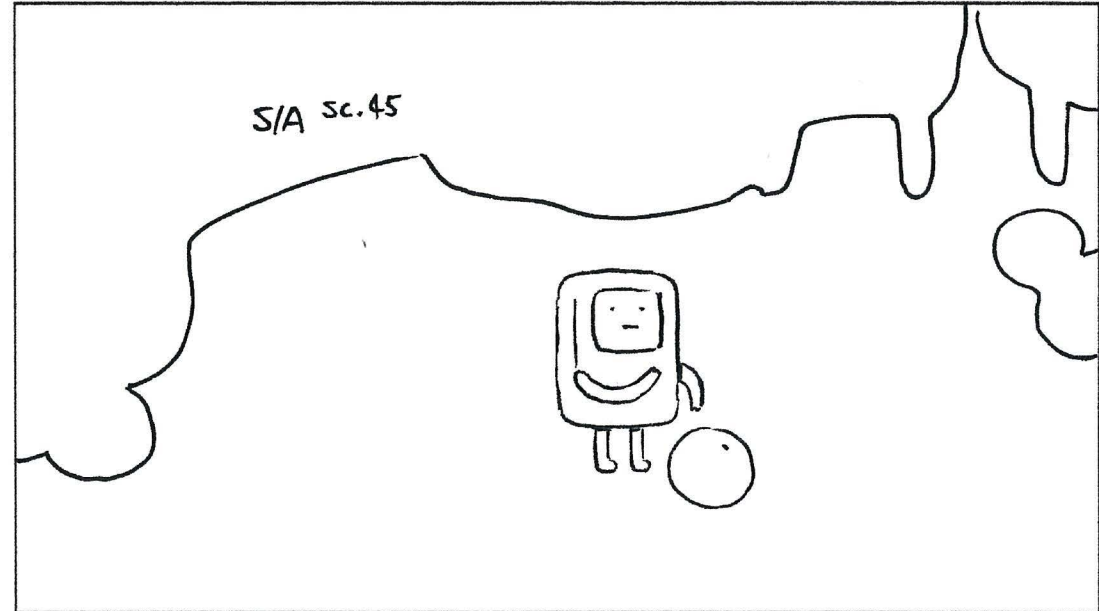


Sc. 49

Pnl. A

Bg.

day night



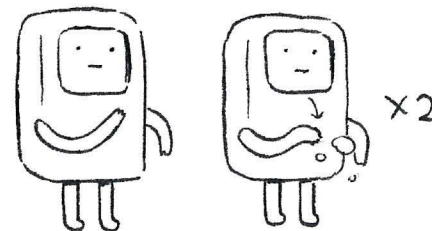
Dialog:

(FB) [O/S] BUT FINN IS SAT RIGHT OVER THERE ...

Action:

- FB DUSTS HIMSELF OFF

Timing:



1034-207

EPISODE #

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ADVENTURE TIME



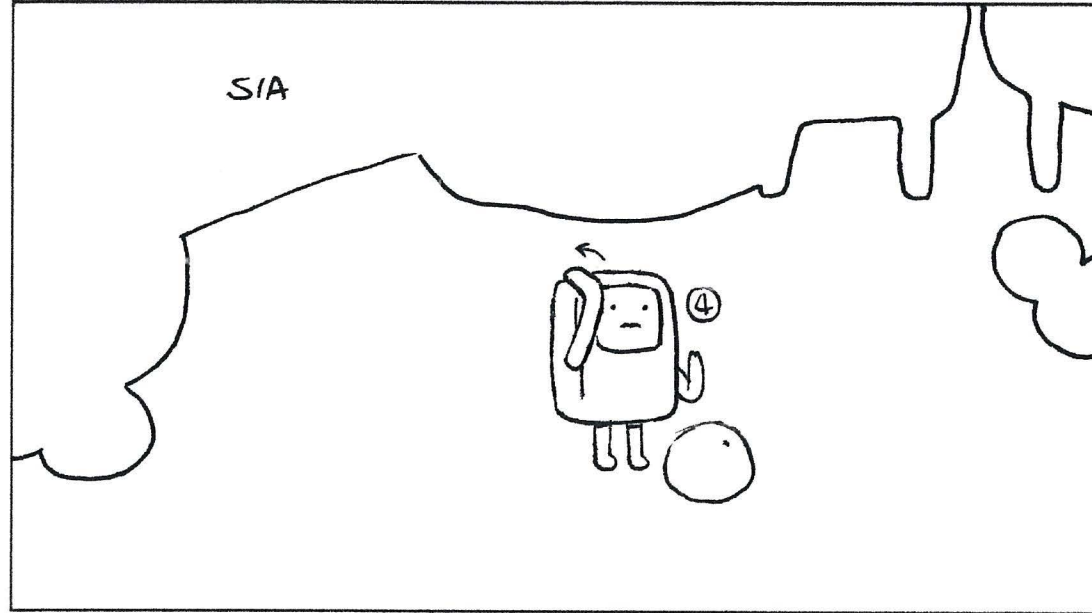
Page 43

Sc. 49

Pnl. B

Bg.

day night

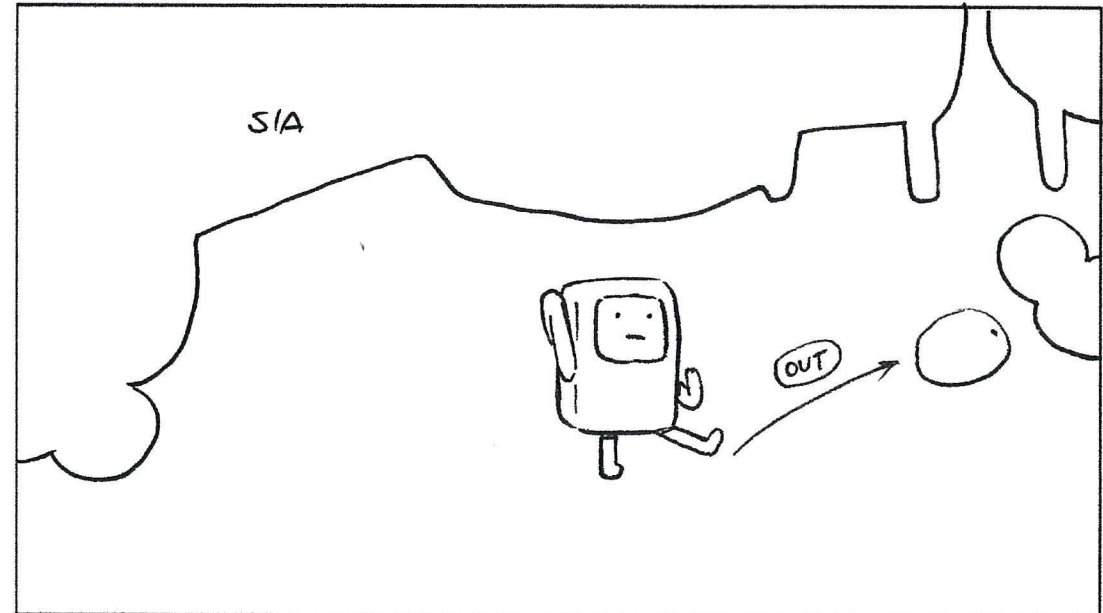


Sc. 49

Pnl. C

Bg.

day night

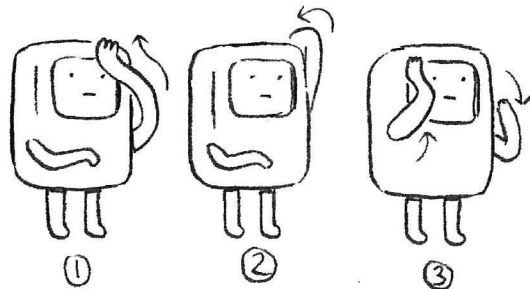


Dialog:

(FB) [DEEP BREATH]

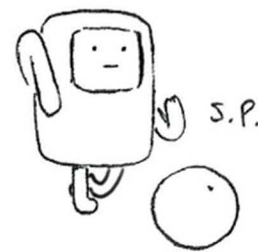
Action: -FB

BRUSHES "HAIR" BACK



Timing:

-FB KICKS GRAPEFRUIT OFF/S



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ADVENTURE TIME



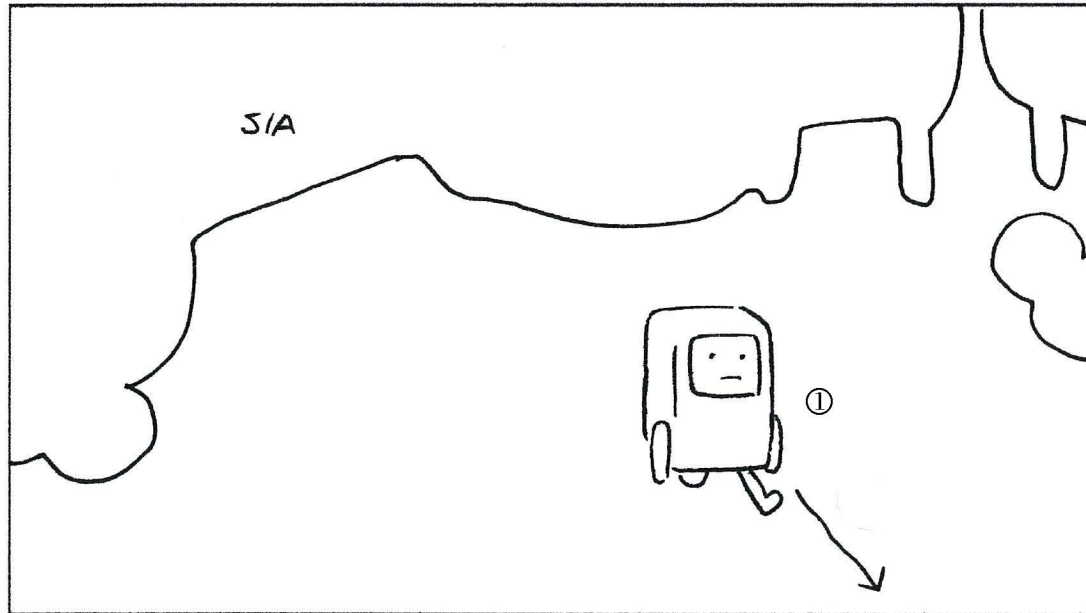
Page 44

Sc. 49

Pnl. D

Bg.

day night

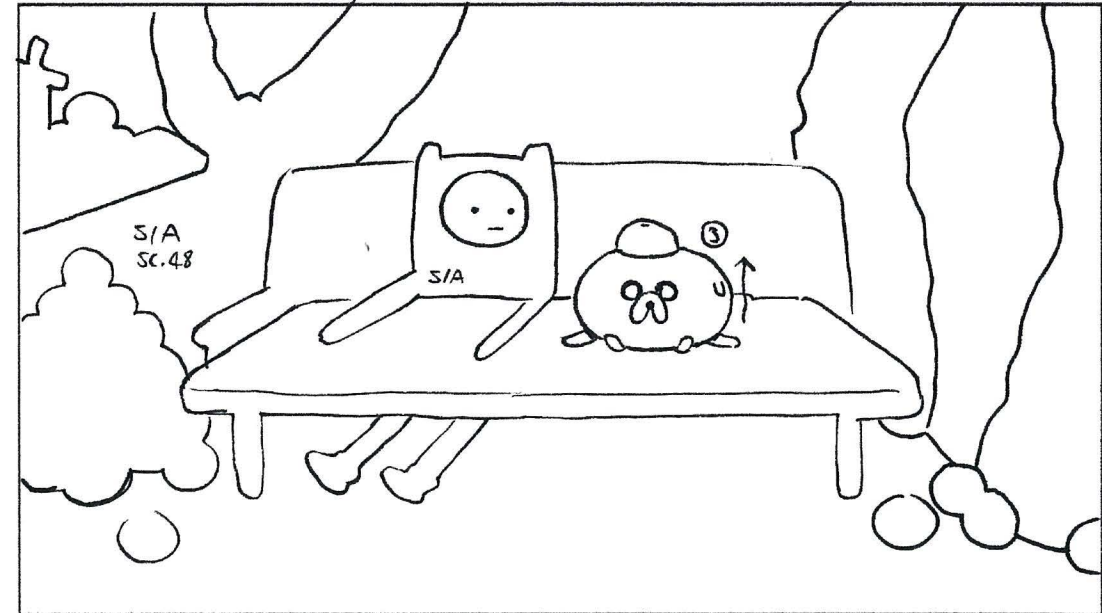


Sc. 50

Pnl. A

Bg.

day night

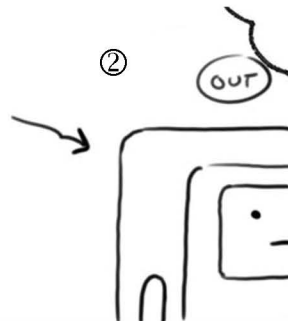


Dialog:

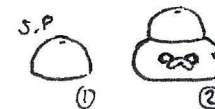
Action:

-FB WALKS FORWARD OFF/S.

Timing:



-JAKE GROWS
UNDERNEATH GRAPEFRUIT
- F. LOOKS AT JAKE



EPISODE #
1034-207

Production :

ADVENTURE TIME



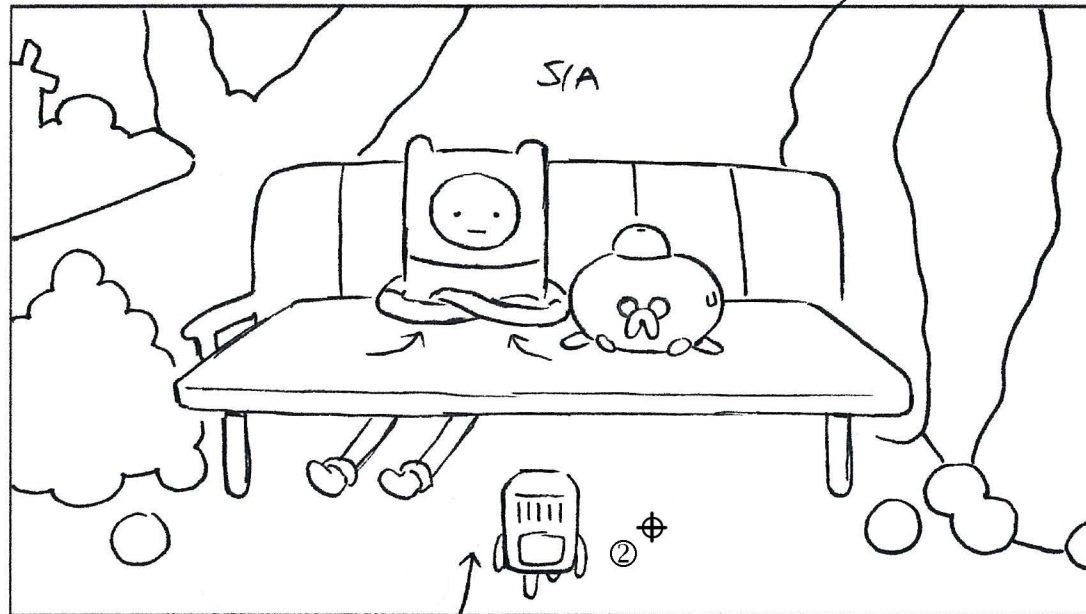
Page 45

Sc. 50

Pnl. B

Bg.

day night

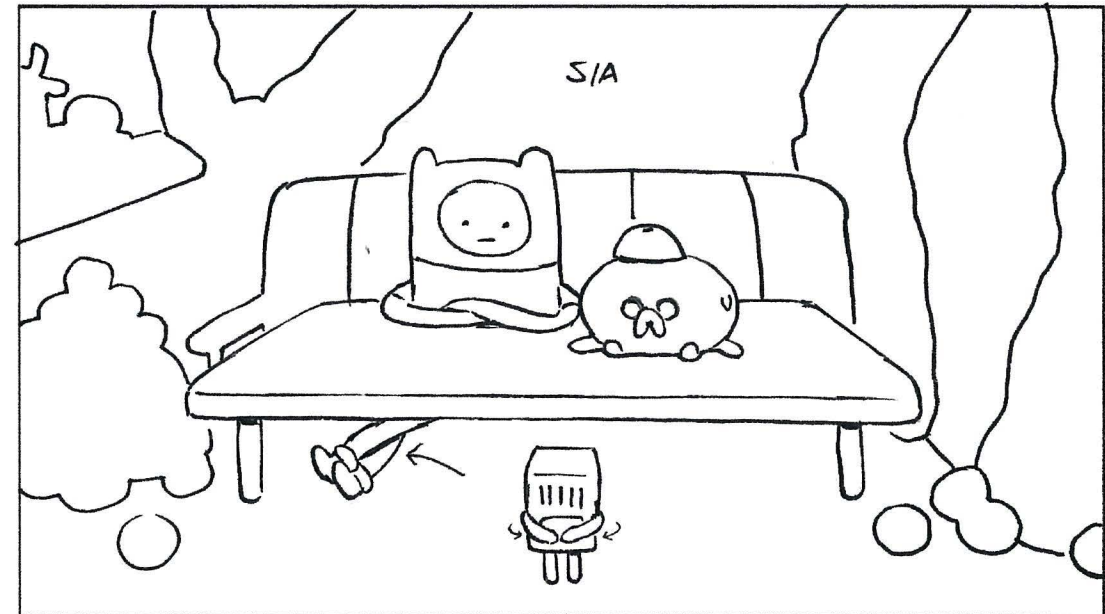


Sc. 50

Pnl. C

Bg.

day night



Dialog:

Action:

- F. FOLDS ARMS
- FB WALKS ON/S.

- F. CROSSES LEGS

- FB CROSSES ARMS BEHIND BACK

Timing:



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ADVENTURE TIME



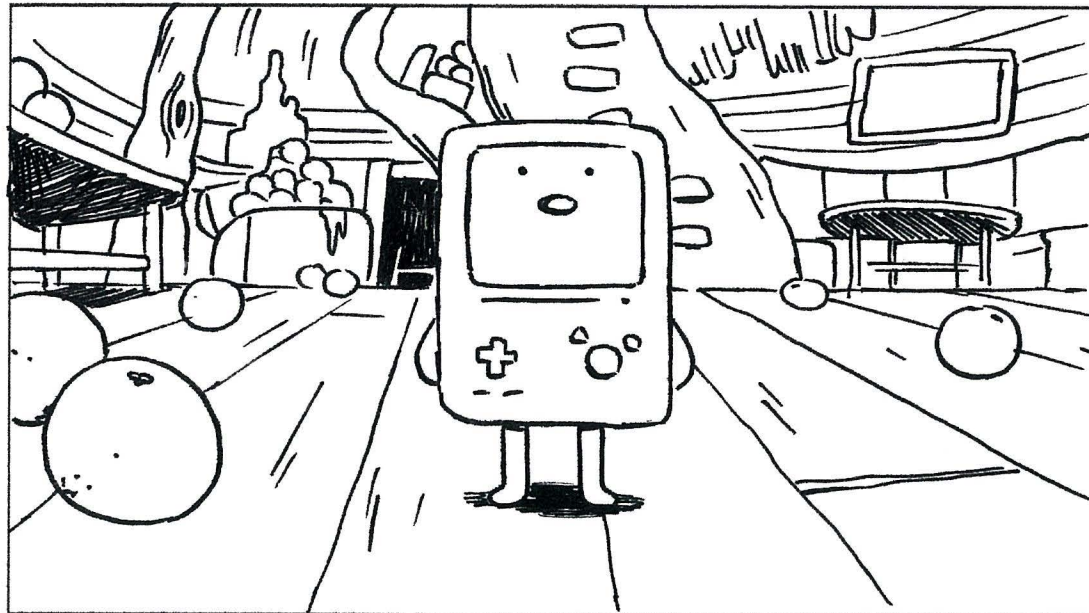
Page 46

Sc. 50A

Pnl. A

Bg.

day night

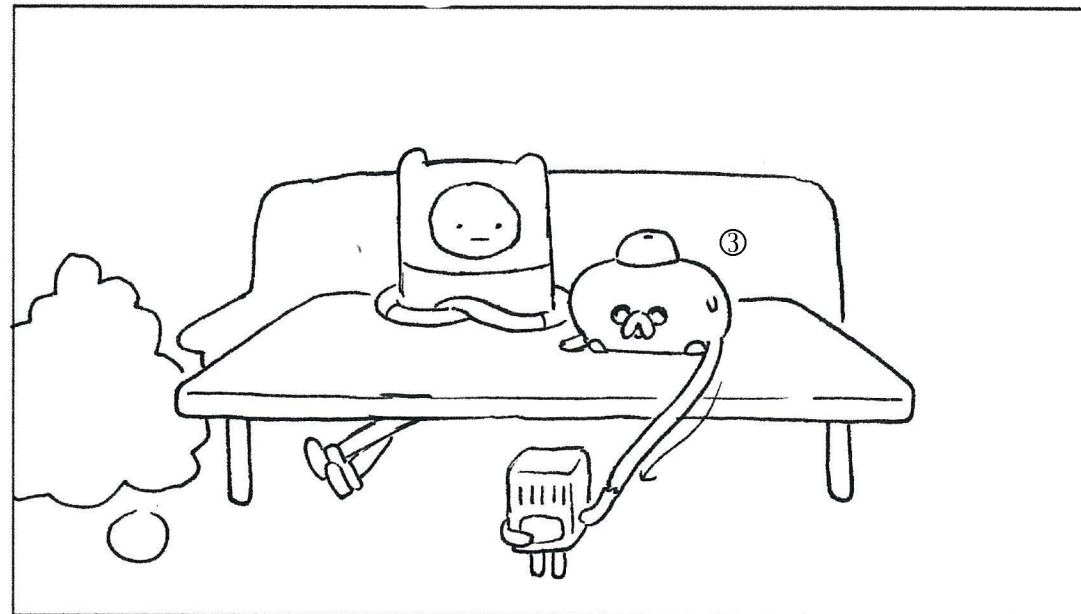


Sc. 50B

Pnl A

Bg.

day night



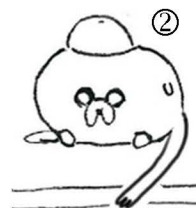
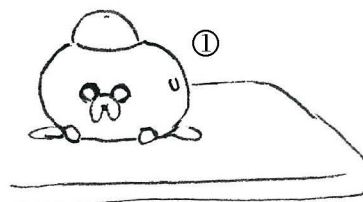
Dialog:

(FB) HELLO, MY NAME IS FOOTBALL

① IT'S VERY NICE TO MEET YOU FOOTBALL.

Action:

Timing:



-J. REACHES FORWARD
AND SHAKES HANDS.



Production :

EPISODE #

1034-207

ADVENTURE TIME



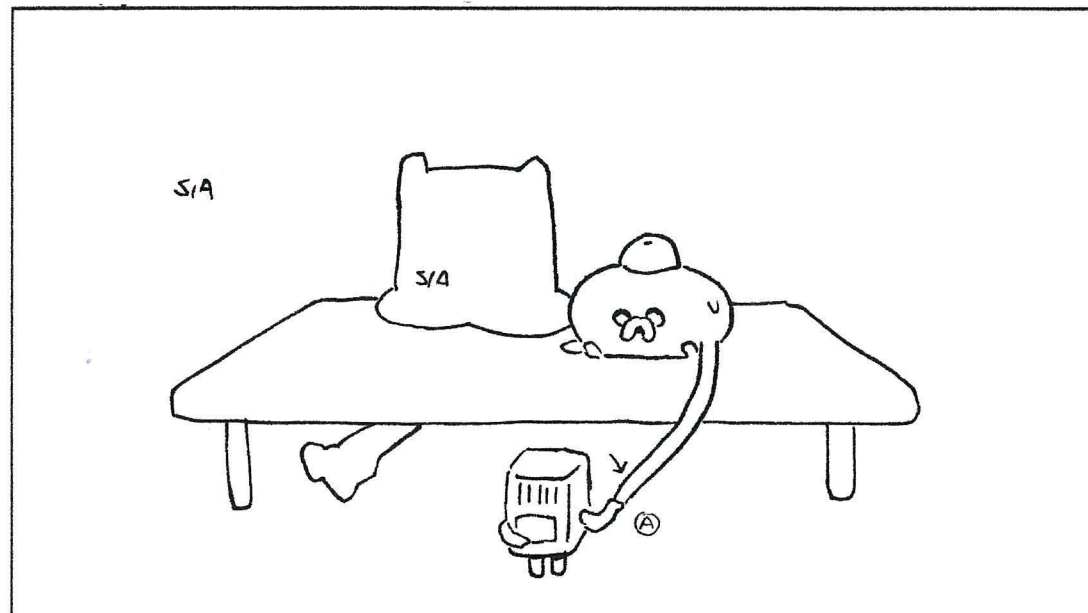
Page 47

Sc. 50B

Pnl. B

Bg.

day night

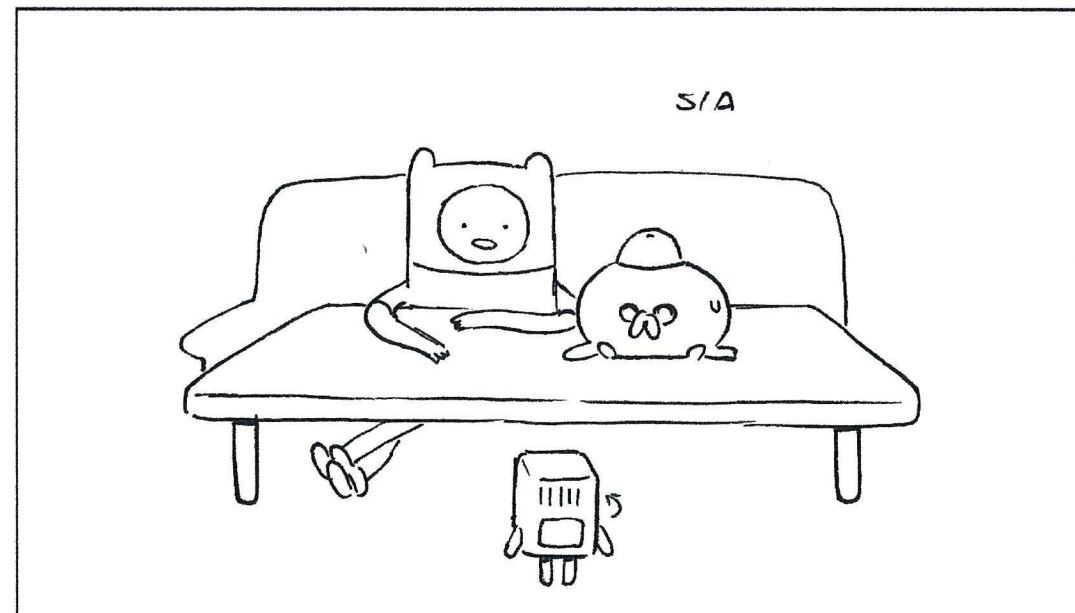


Sc. 50B

Pnl. C

Bg.

day night

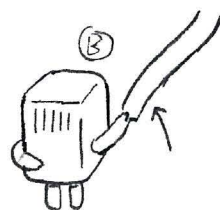


Dialog:

⑦ HOW'D YOU GET THE NAME FOOTBALL, FOOTBALL?

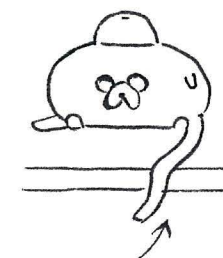
Action:

Timing:



SHAKES
HAND x 2

- J. RETRACTS ARM.
- FB TURNS TOWARDS FINN.



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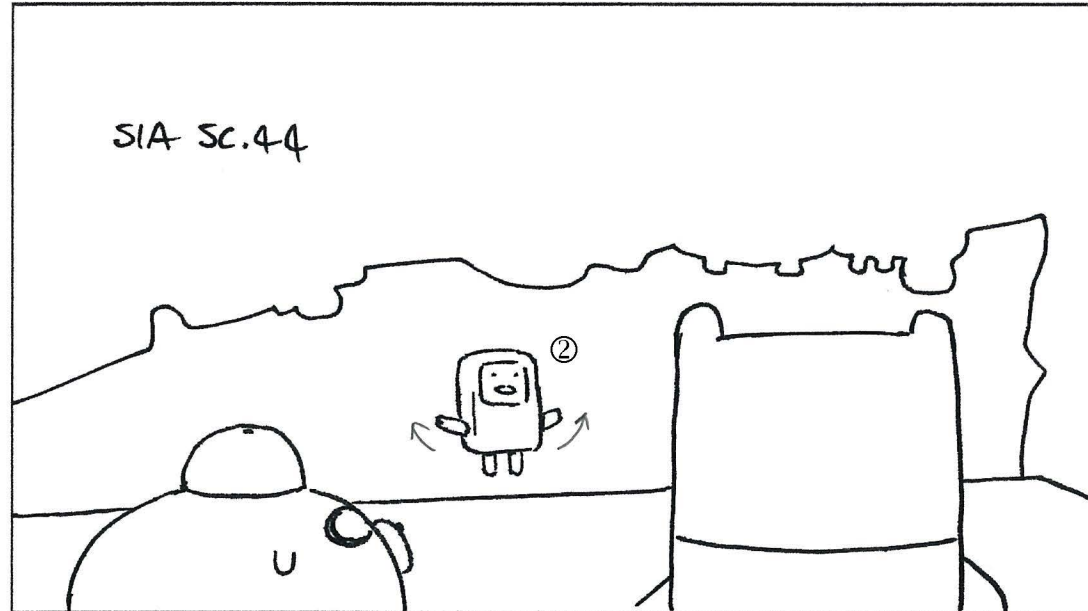
Page 48

Sc. 50C

Pnl. A

Bg.

day night

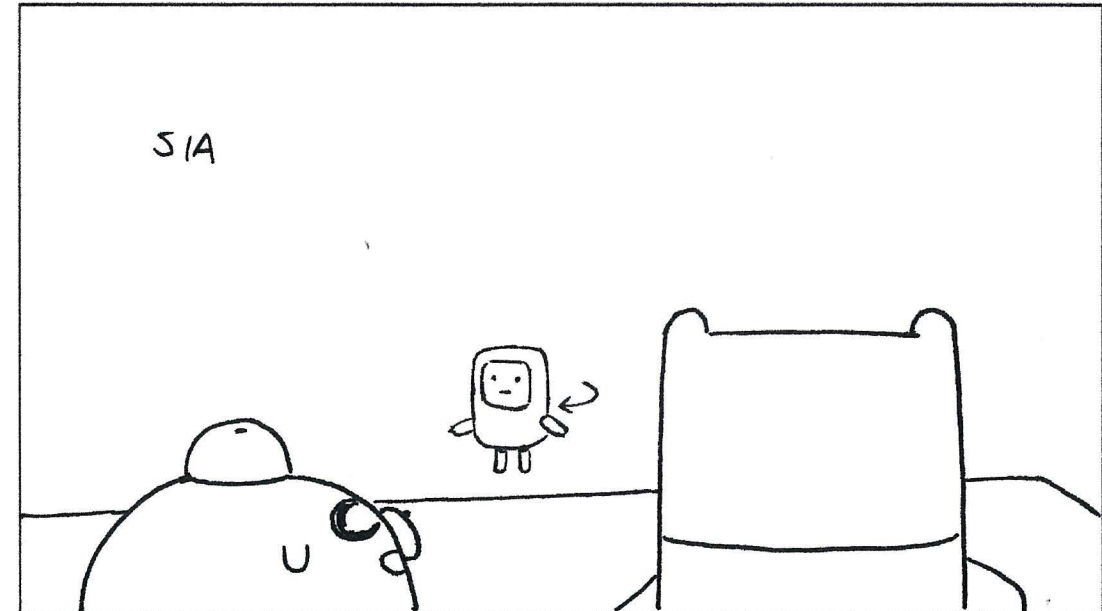


Sc. 50C

Pnl. B

Bg.

day night



Dialog:

(FB) BMO GAVE IT TO ME

(J) IS BMO YOUR LI'L PAPA?

Action:

- FB TURNS TOWARDS JAKE.

Timing:



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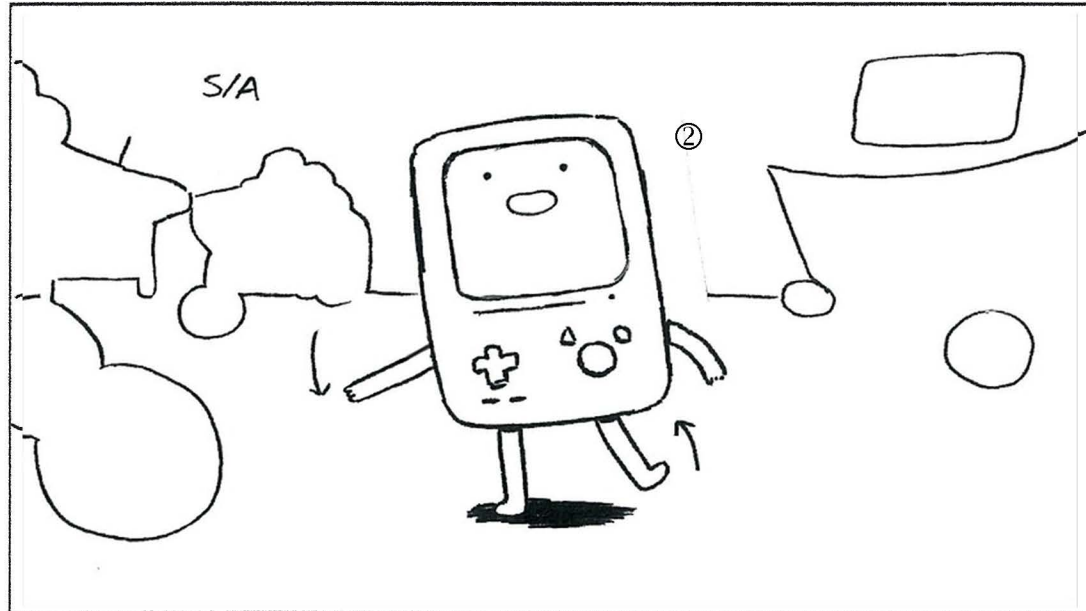
Page 49

Sc. 50D

Pnl. A

Bg.

day night

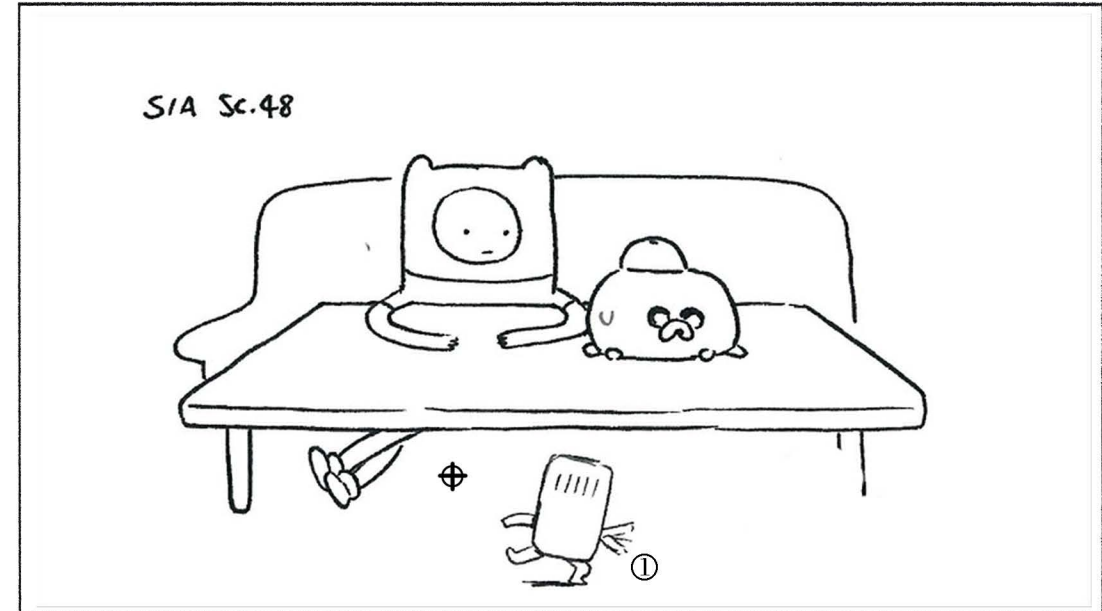


Sc. 50E

Pnl. A

Bg.

day night



Dialog:

(FB) HAHahaha [AVOIDS QUESTION]

...

(FB poses on pg49A)

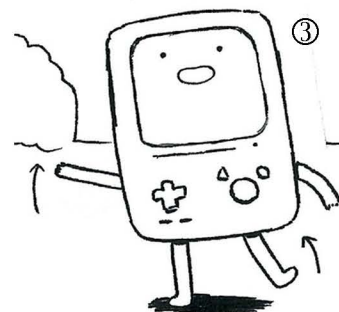
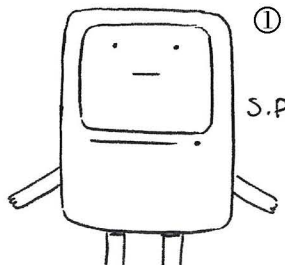
Action:

-FB WAVES ONE ARM

-BOUNCES TO ONE SIDE OF FRAME, WAVING ARM.

-F+J TRACK FB

Timing:



EPISODE #

1034-207

Production :

ADVENTURE TIME

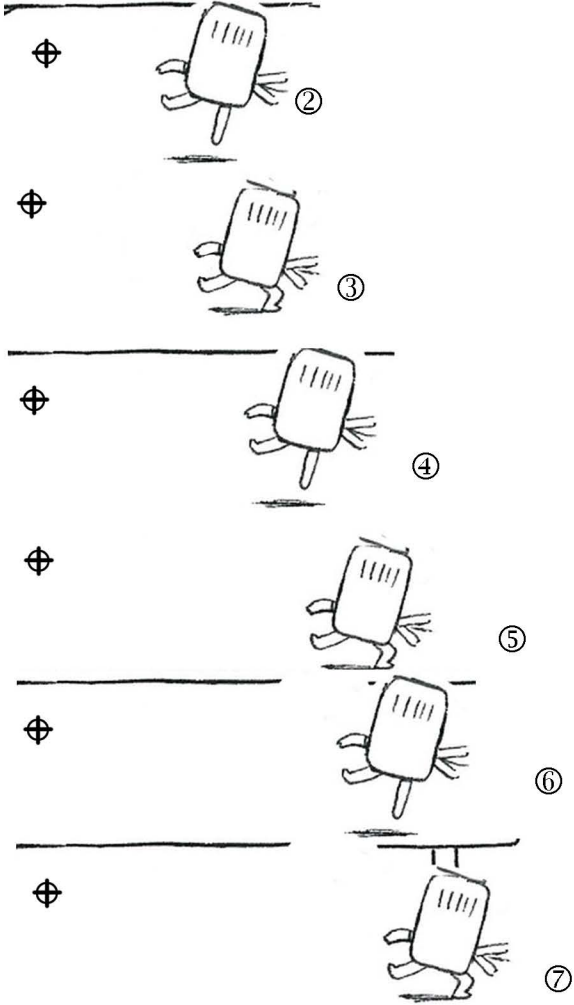


Sc. 50E

Pnl. A poses

Bg.

day night



Production:

EPISODE # 1034-207

ADVENTURE TIME



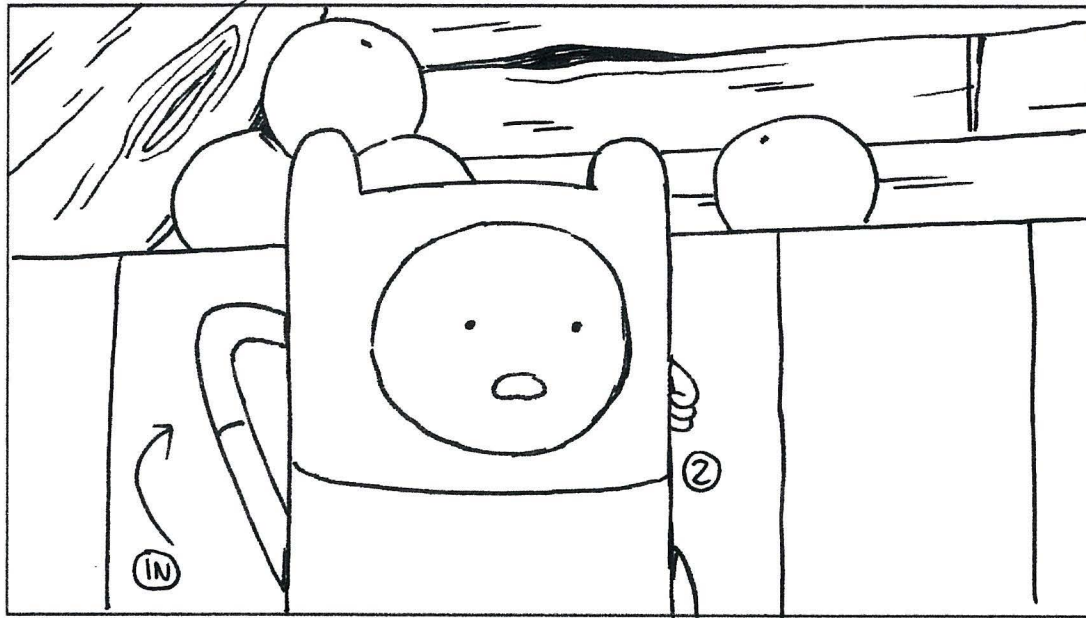
Page 50

Sc. 51

Pnl. A

Bg.

day night

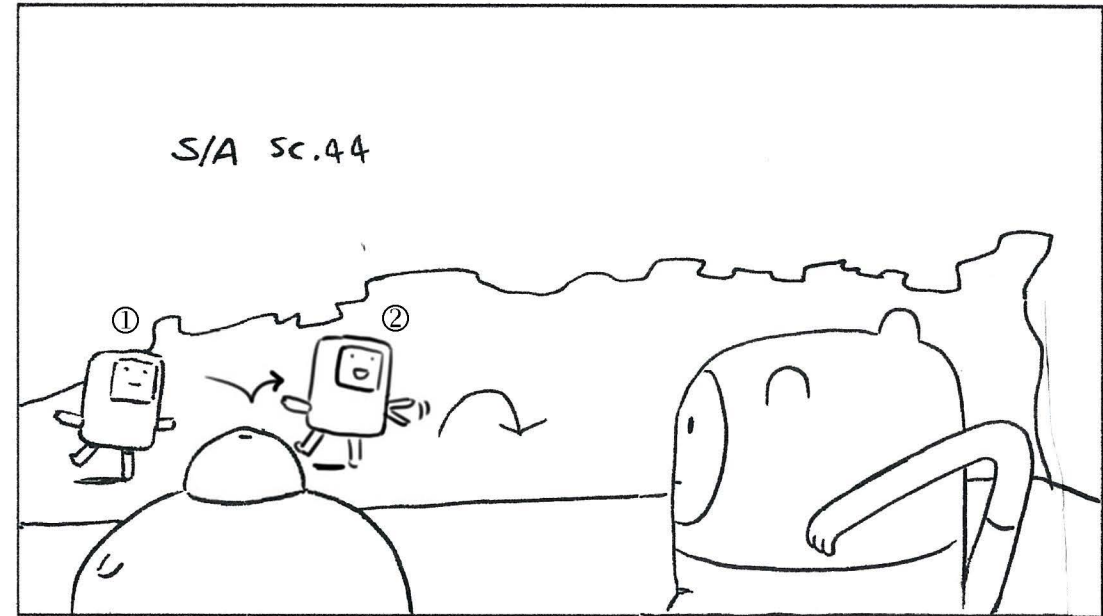


Sc. 52

Pnl. A

Bg.

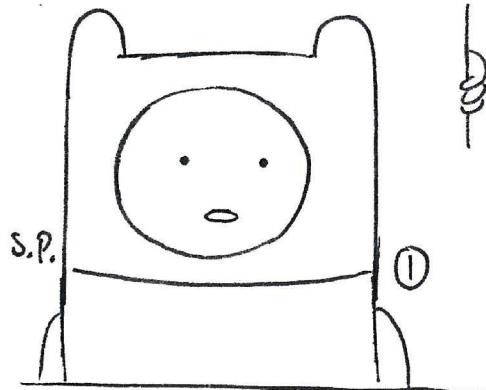
day night



Dialog: (F) HA...^① UHH, SO WHERE DO YOU LIVE,
FOOTBALL?^②

Action:

Timing:



SCRATCHES

FB HOPS INTO CENTER

Production :

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ADVENTURE TIME



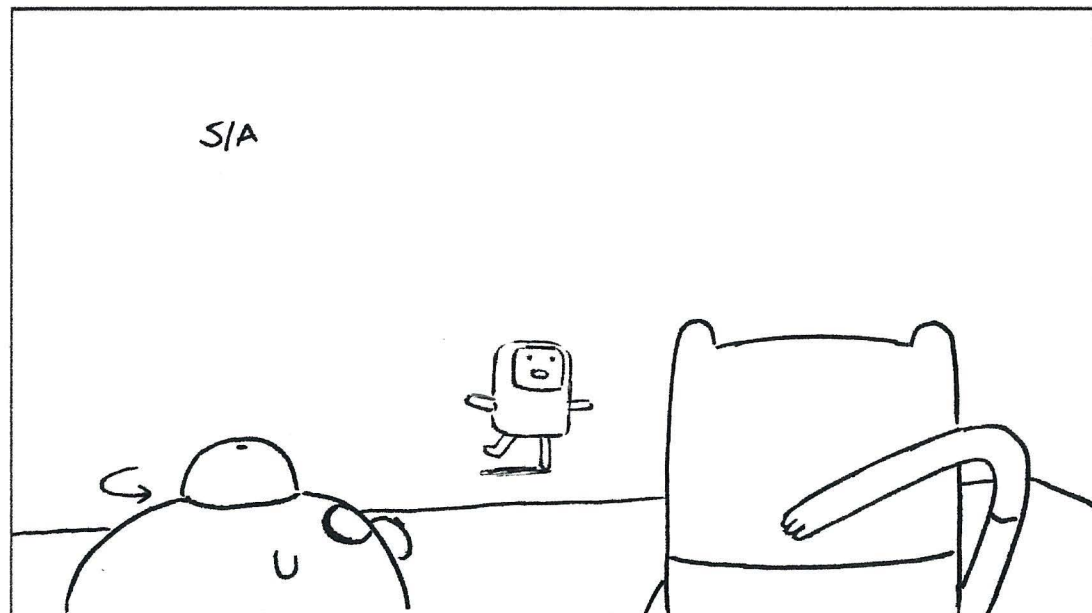
Page 51

Sc. 52

Pnl. B

Bg.

day night

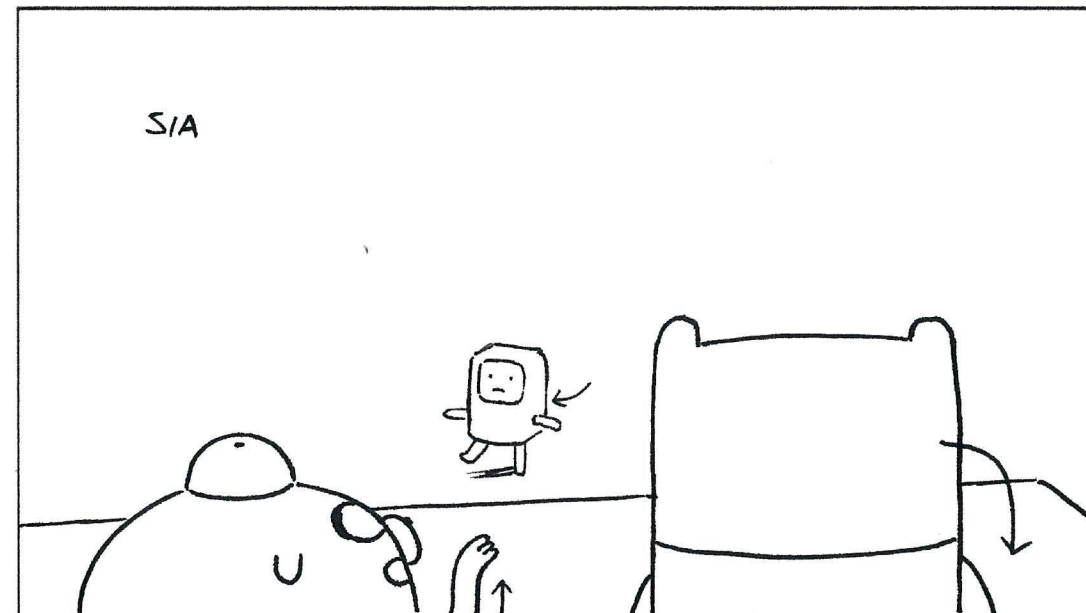


Sc. 52

Pnl. C

Bg.

day night



Dialog:

(FB) THE MIRROR

(J) OH YEAH, WHAT'S IT LIKE THERE?

Action:

- FB TURNS TOWARDS JAKE.

Timing:

Production :

EPISODE #

1034-207

ADVENTURE TIME



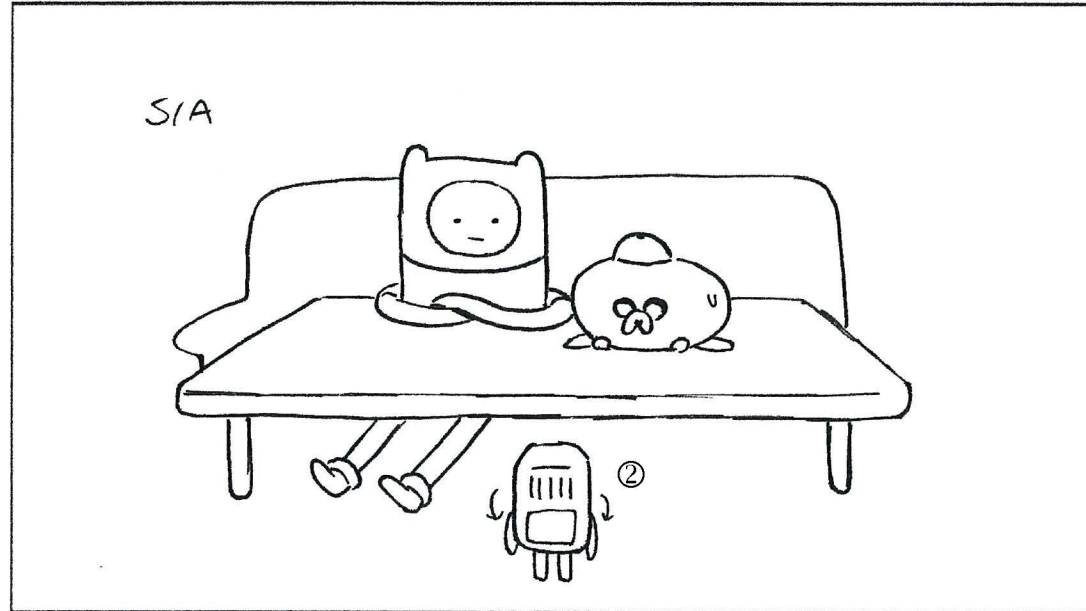
Page 52

Sc. 53

Pnl. A

Bg.

day night

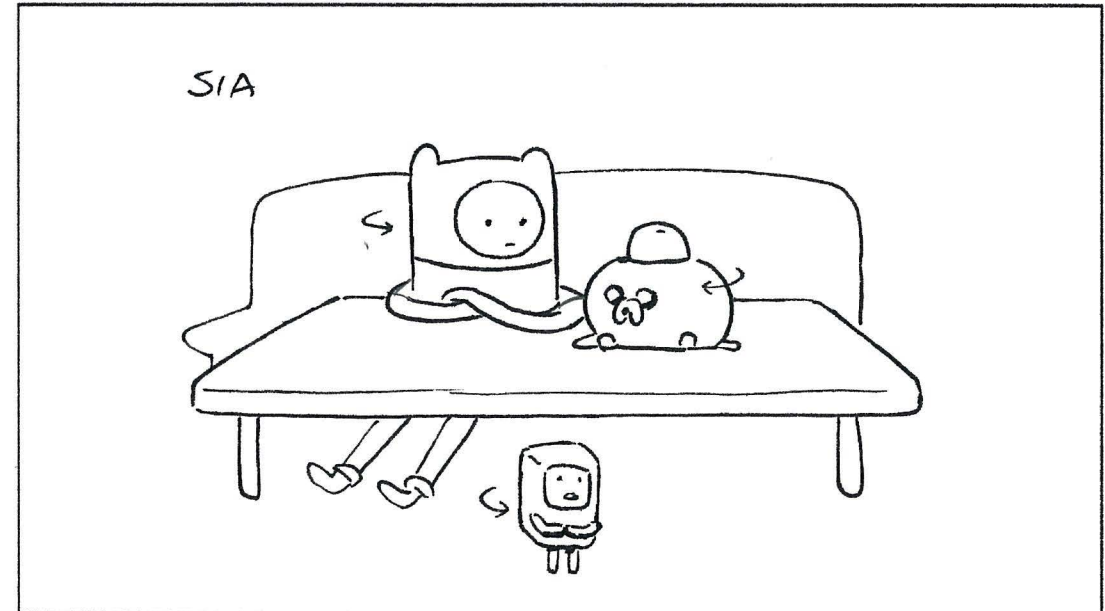


Sc. 53

Pnl. B

Bg.

day night



Dialog:

(FB) COLD...

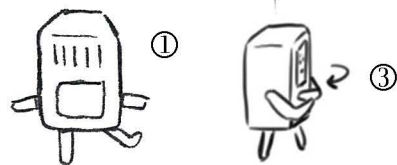
(FB) ...EMPTY.. IT'S...

Action:



- FB TURNS AWAY,
- F+J LOOK AT EACH OTHER,

Timing:



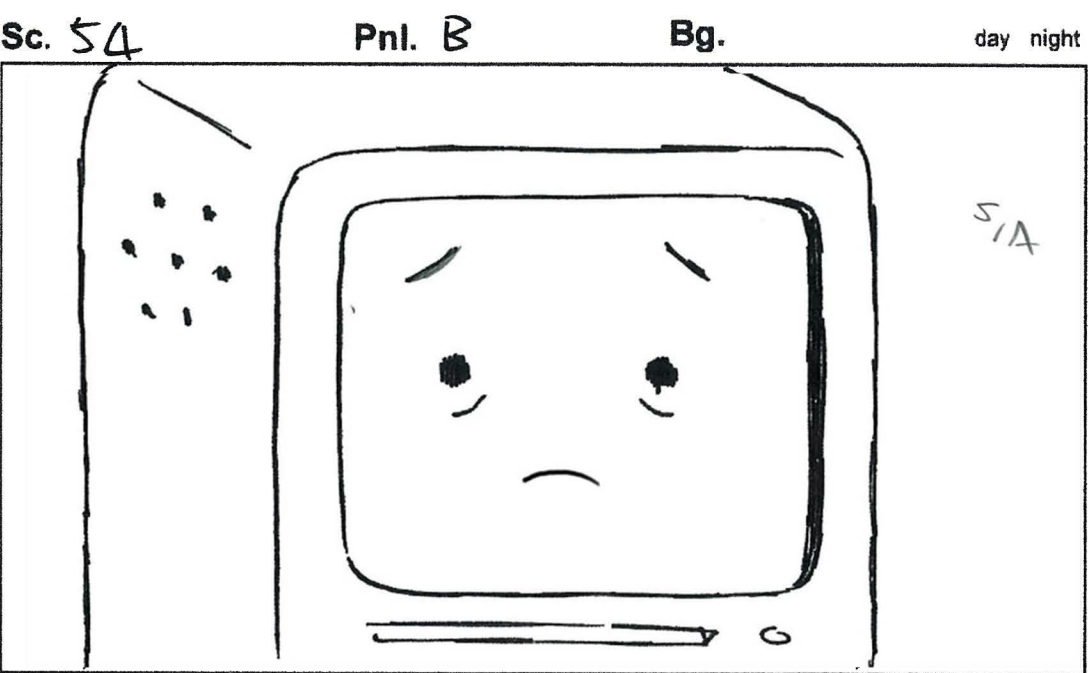
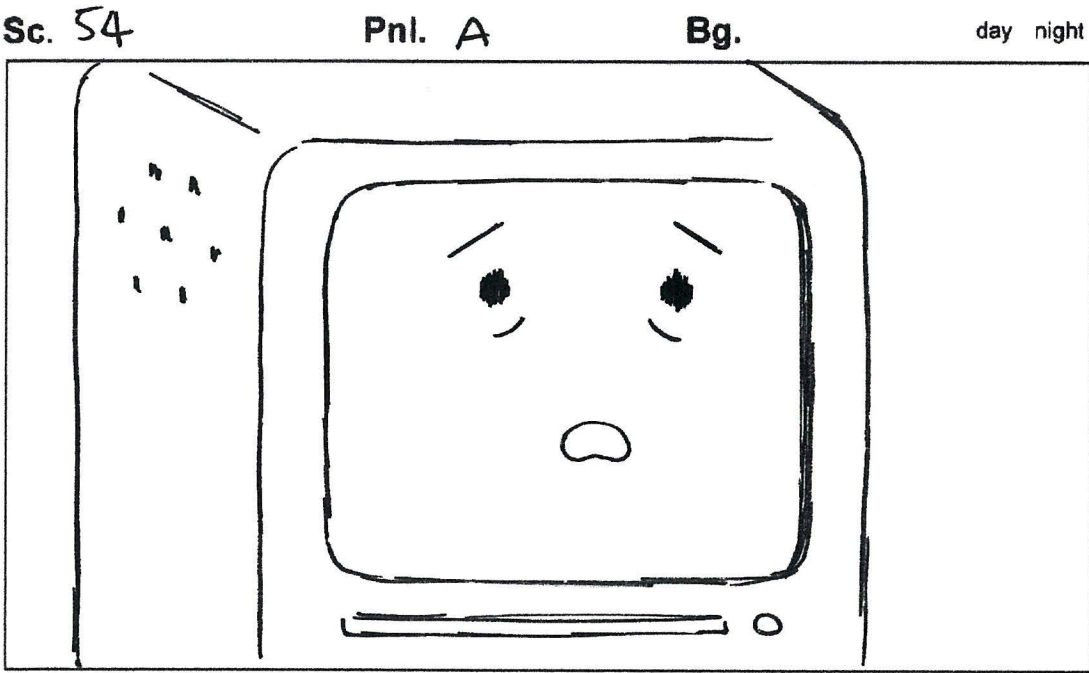
Production :

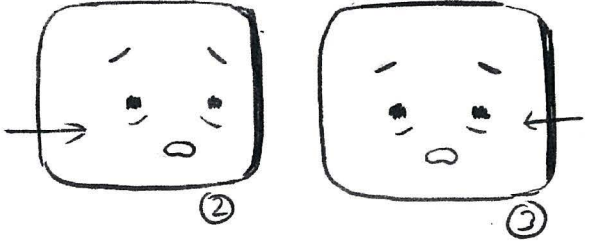
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ADVENTURE TIME



Dialog:	(FB) LONELY... ...
Action:	-FB'S EYES DART AROUND IN THOUGHT 
Timing:	

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Production :

ADVENTURE TIME



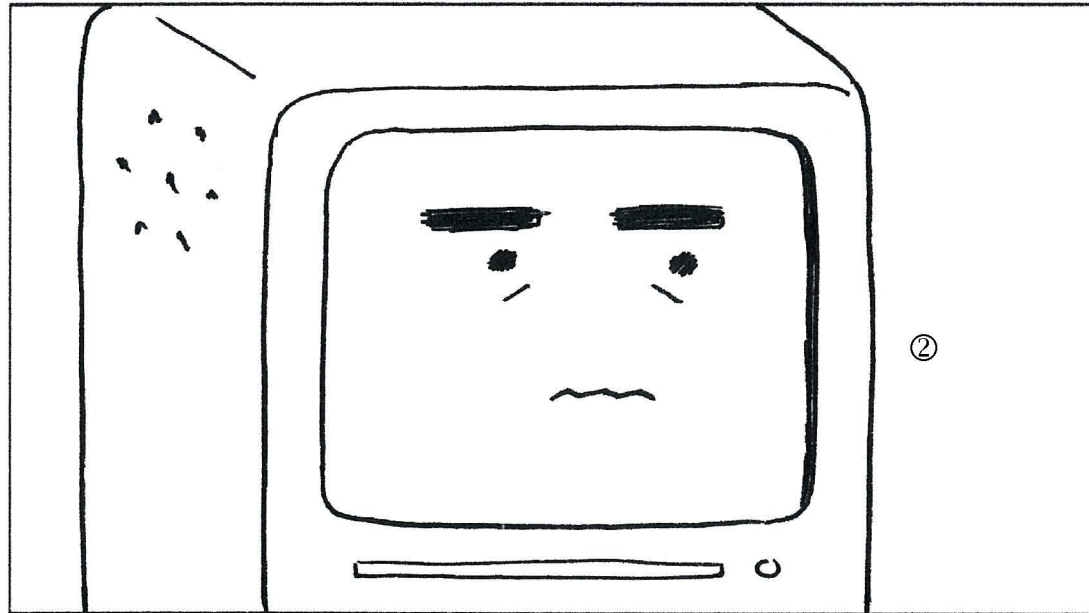
Page 54

Sc. 54

Pnl. C

Bg.

day night

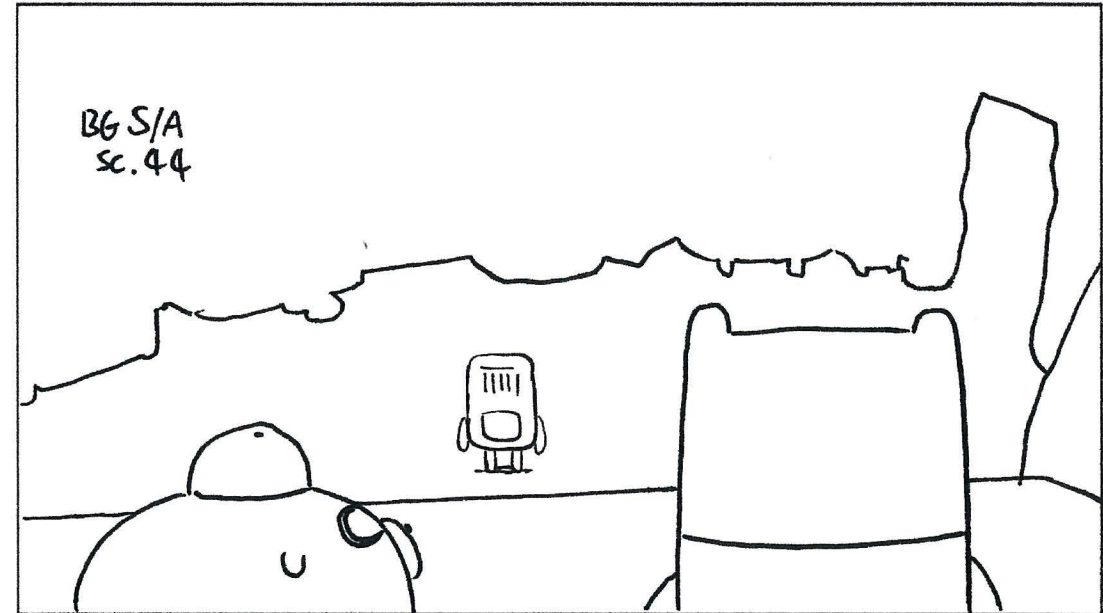


Sc. 55

Pnl. A

Bg.

day night



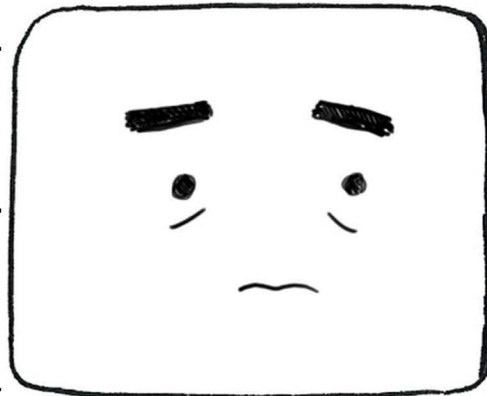
Dialog:

Action:

-FB MAKES UP MIND

LIP QUIVERING

Timing:



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ADVENTURE TIME



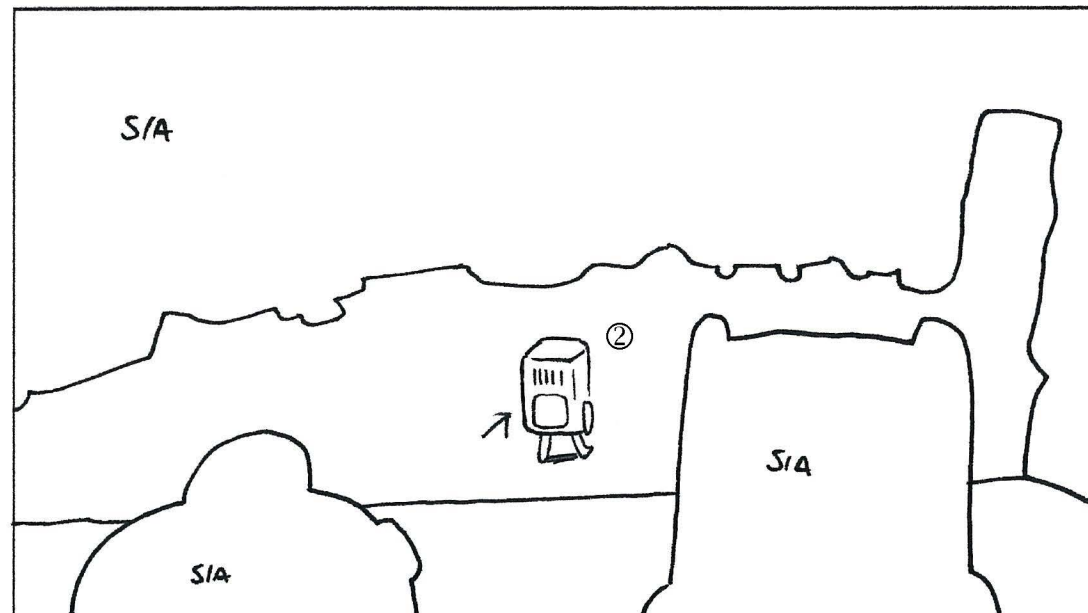
Page 55

Sc. 55

Pnl. B

Bg.

day night



Sc. 55

Pnl. C

Bg.

day night



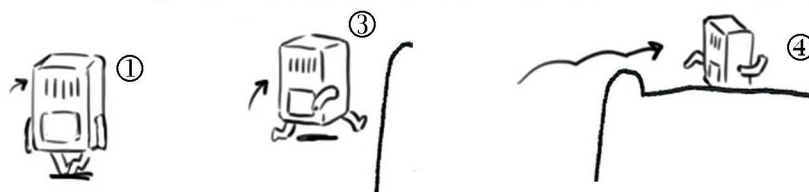
Dialog:

Action:

FB TAKES 2 SLOW STEPS FORWARD

-FB RUNS OUT OF ROOM

Timing:



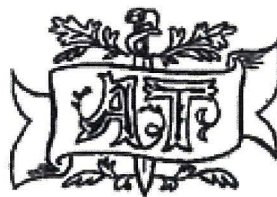
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ADVENTURE TIME



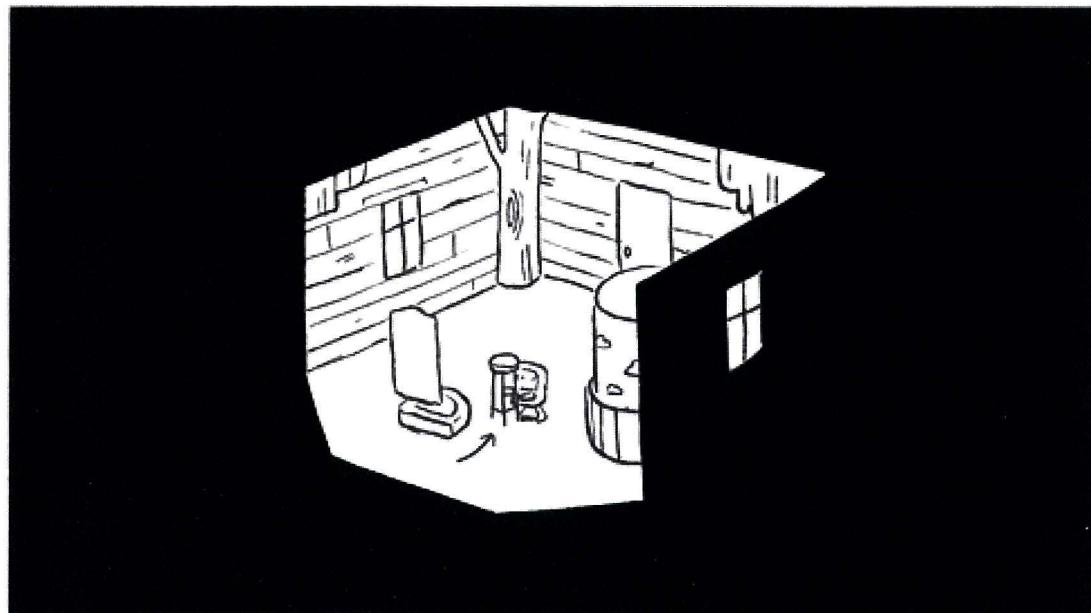
Page **56**

Sc. 56

Pnl. A

Bg.

day night

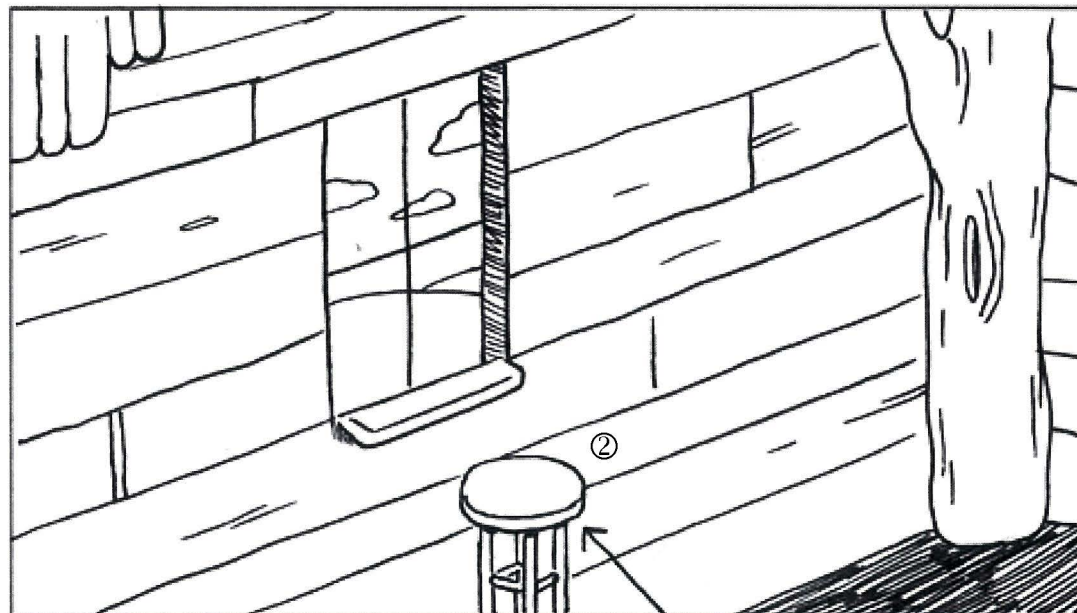


Sc. 57

Pnl. A

Bg.

day night

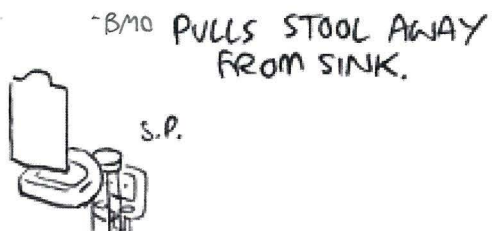


Dialog:

Action:

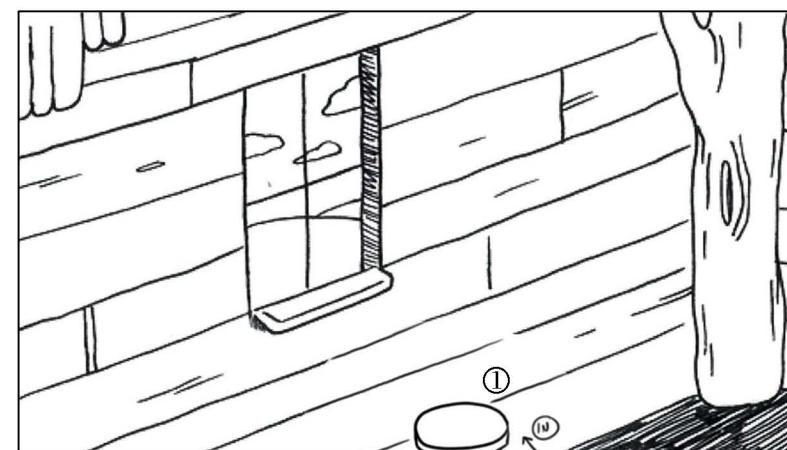
- MIRROR
UNIVERSE

Timing:



(SFX) STOOL SCRAPING ON WOOD

- STOOL SCOOTs
ON/S



Production :

EPISODE #

1034-207

ADVENTURE TIME

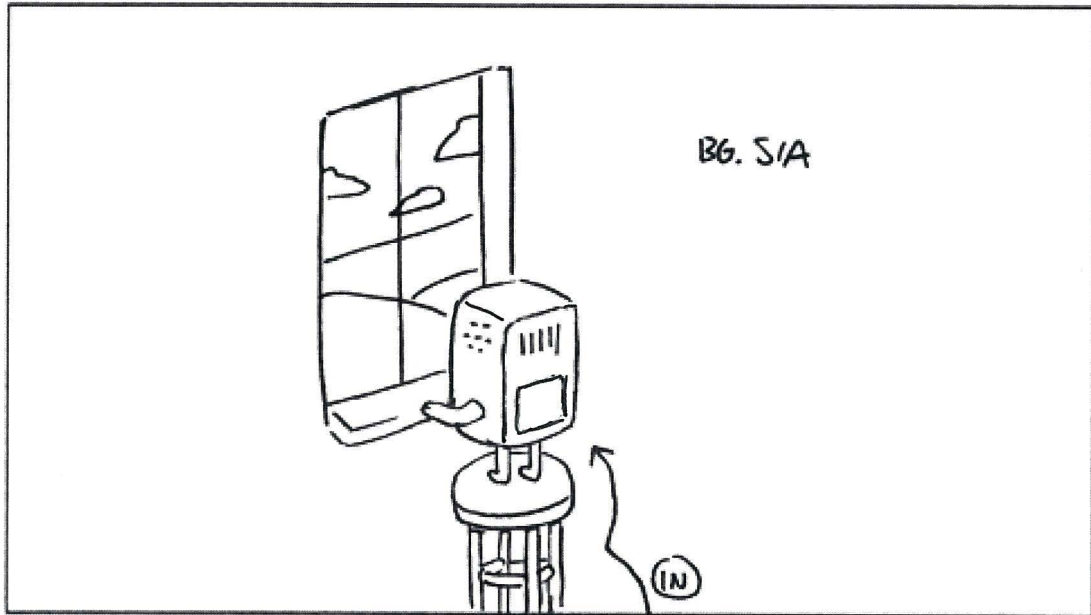


Sc. 57

Pnl. B

Bg.

day night

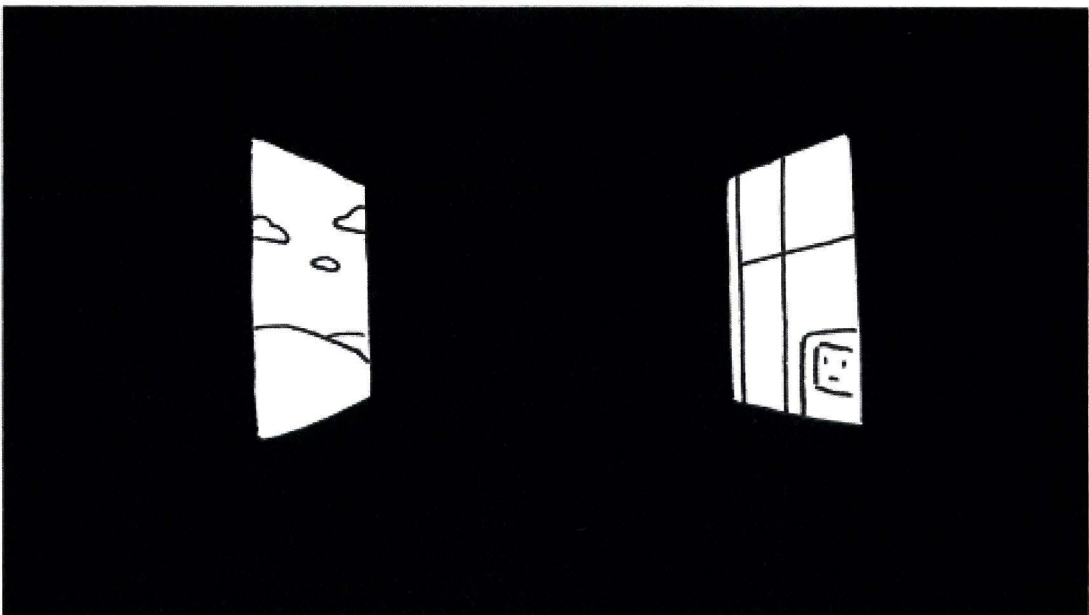


Sc. 58

Pnl. A

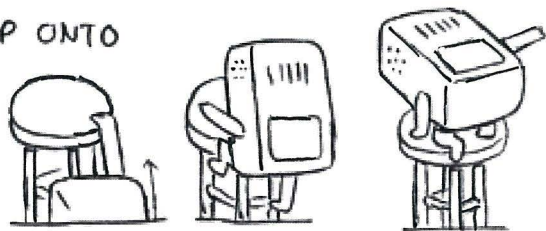
Bg.

day night



Dialog:

Action: CLIMBS UP ONTO STOOL



Timing:

- VIEW OUT WINDOW EXISTS A FEW FEET AWAY AS A FLAT PLANE, NOTHING ELSE EXISTS OUTSIDE OF WINDOW

Production :

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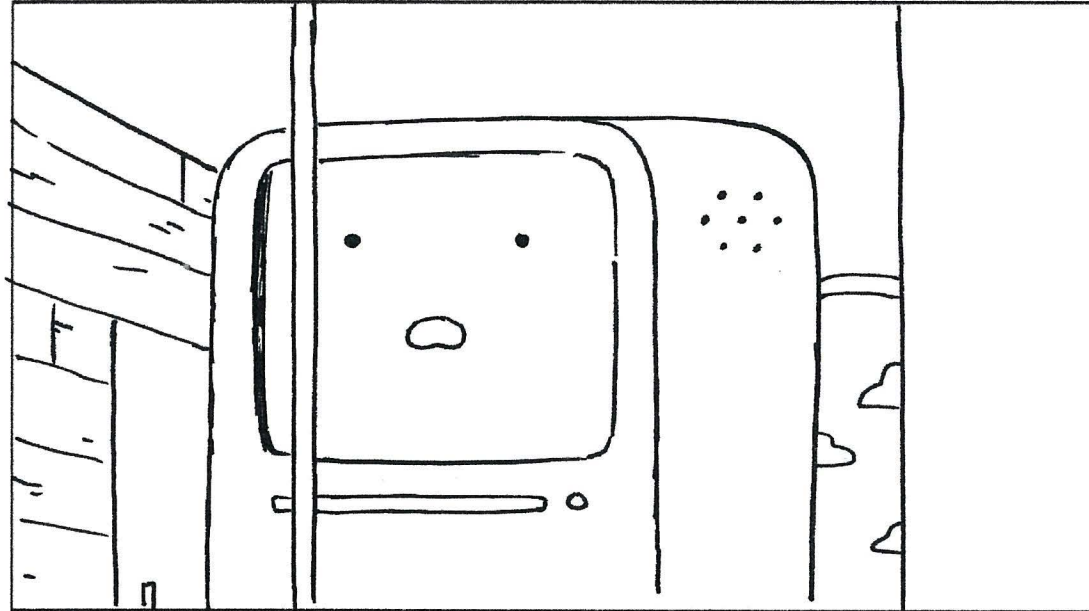
Page 58

Sc. 59

Pnl. A

Bg.

day night



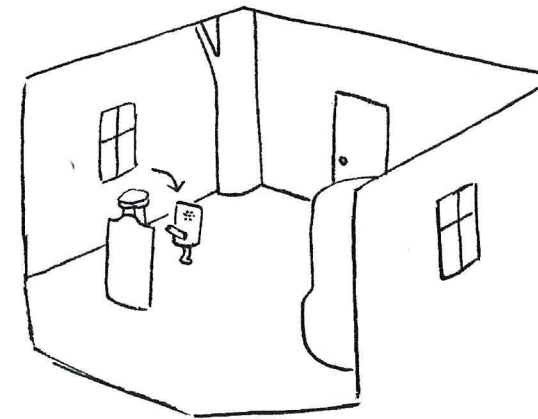
Sc. 60

Pnl. A

Bg.

day night

BG S/A
Sc. 56

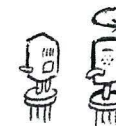


Dialog:

BMO WEIRD.

Action:

Timing:



TURNS AND HOPS
DOWN FROM STOOL.

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Production :

ADVENTURE TIME



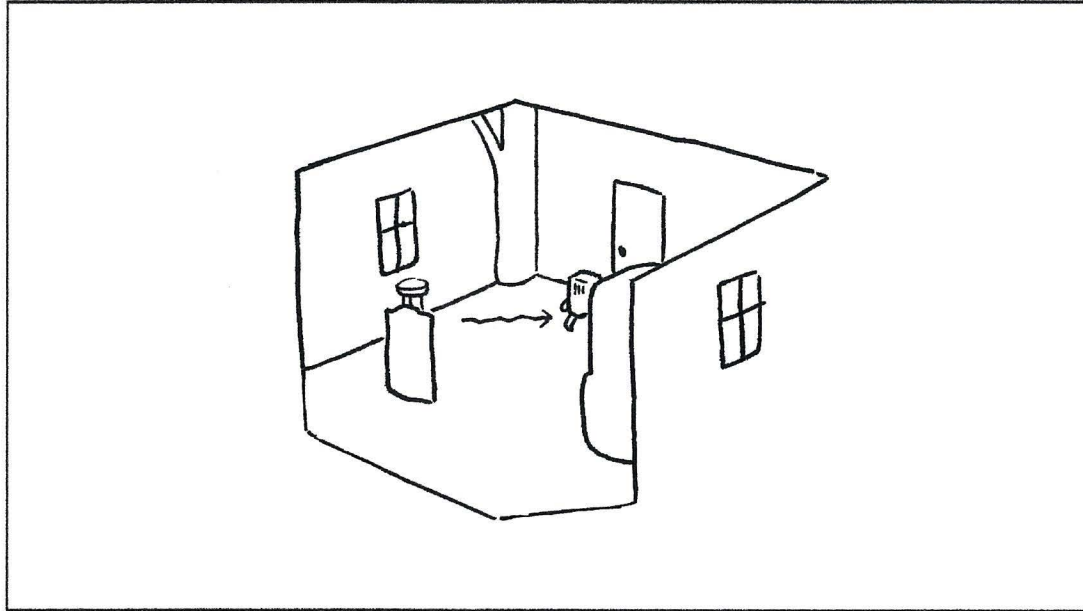
Page 59

Sc. 60

Pnl. B

Bg.

day night

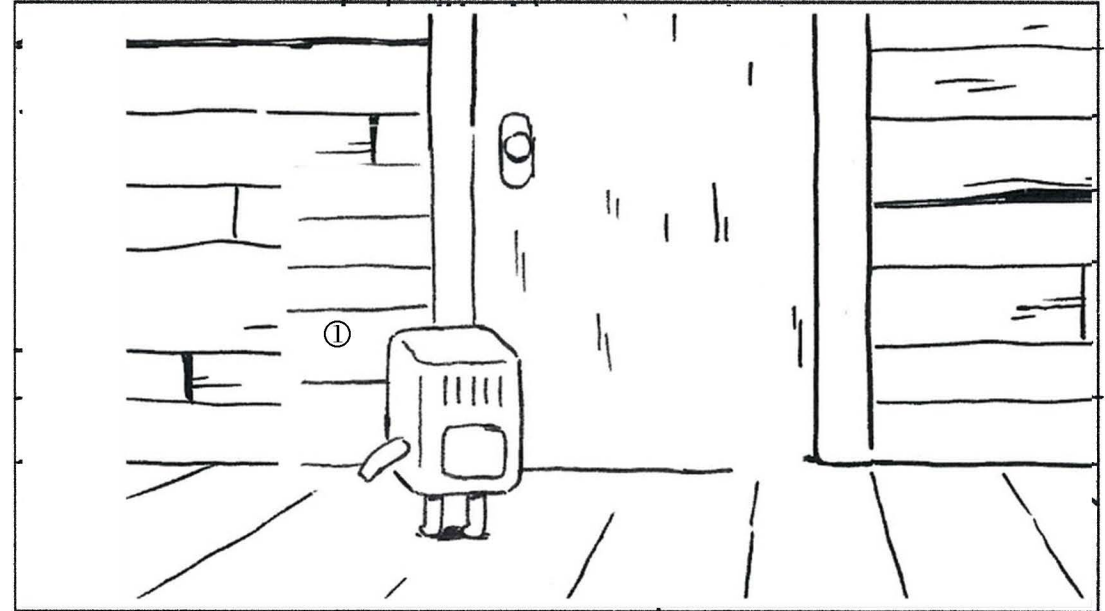


Sc. 61

Pnl. A

Bg.

day night



Dialog:

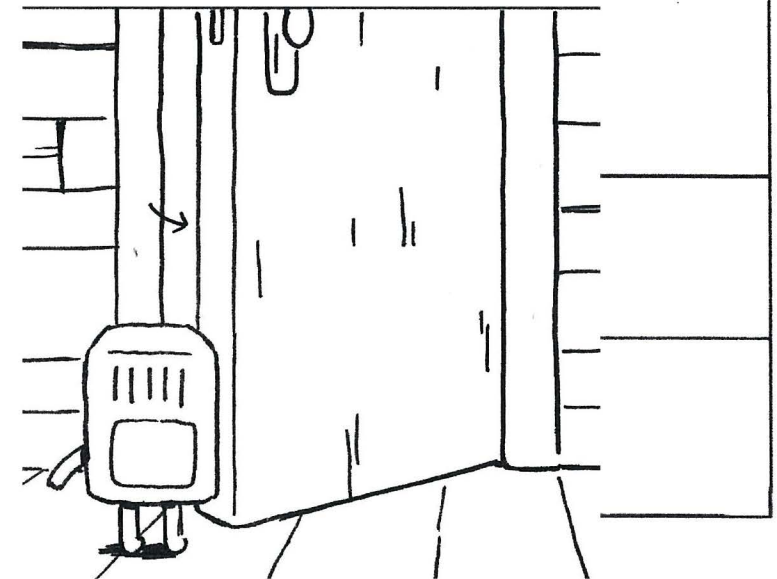
Action:

WALKS OVER TO DOOR

- FB OPENS DOOR.

Timing:

②



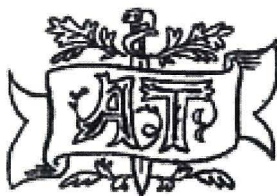
Production :

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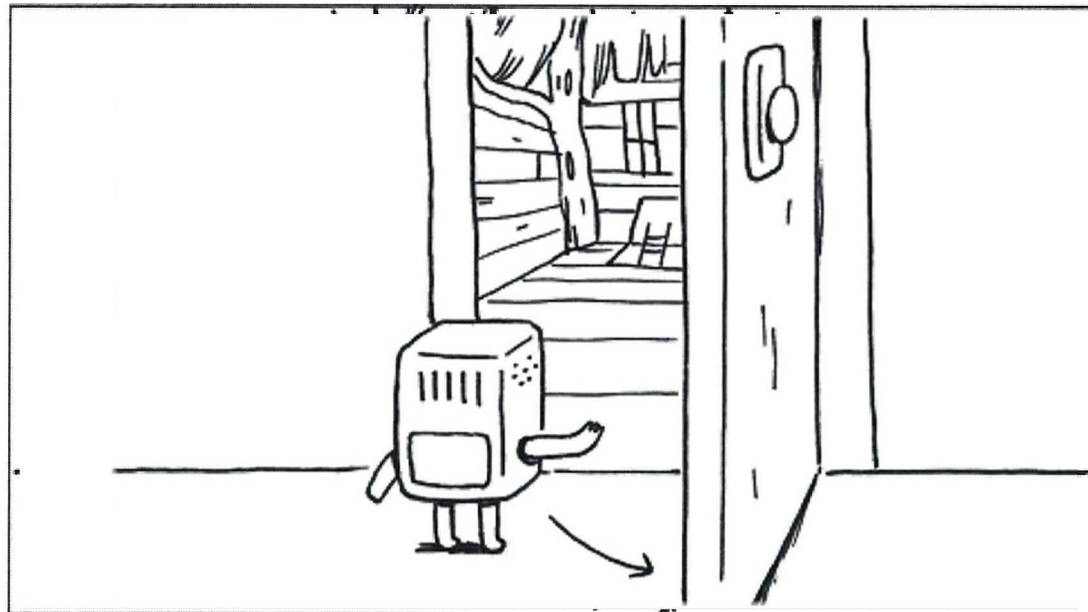
Page 60

Sc. 61

Pnl. B

Bg.

day night

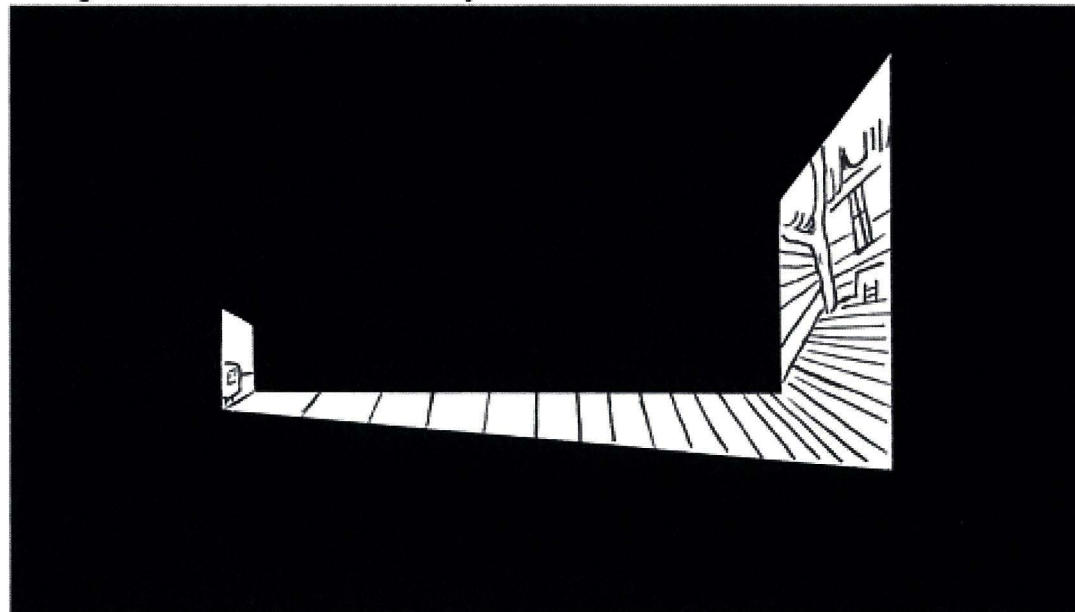


Sc. 62

Pnl. A

Bg.

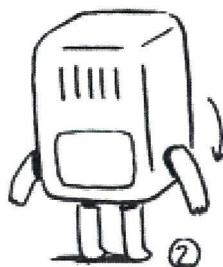
day night



Dialog:

Action:

Timing:



(SFX) * LOW, ECHOY, HAUNTING SOUNDS FROM DEEP WITHIN THE NOTHINGNESS *

- 2D VIEW OF HALLWAY STRETCHES OUT DOORWAY.

Production :

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1034-207

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ADVENTURE TIME

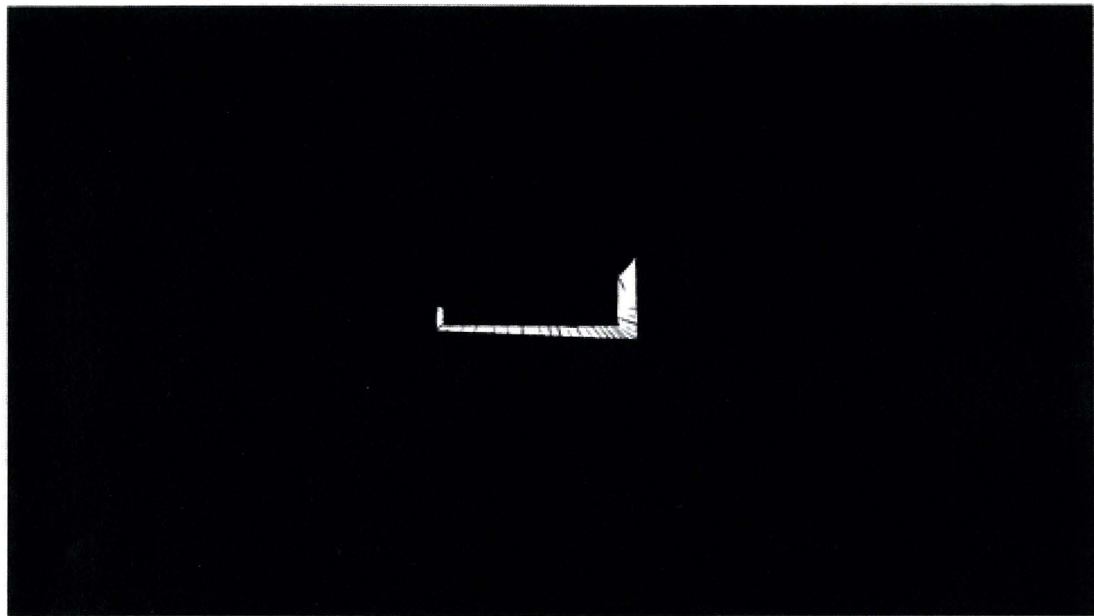


Sc. 63

Pnl. A

Bg.

day night

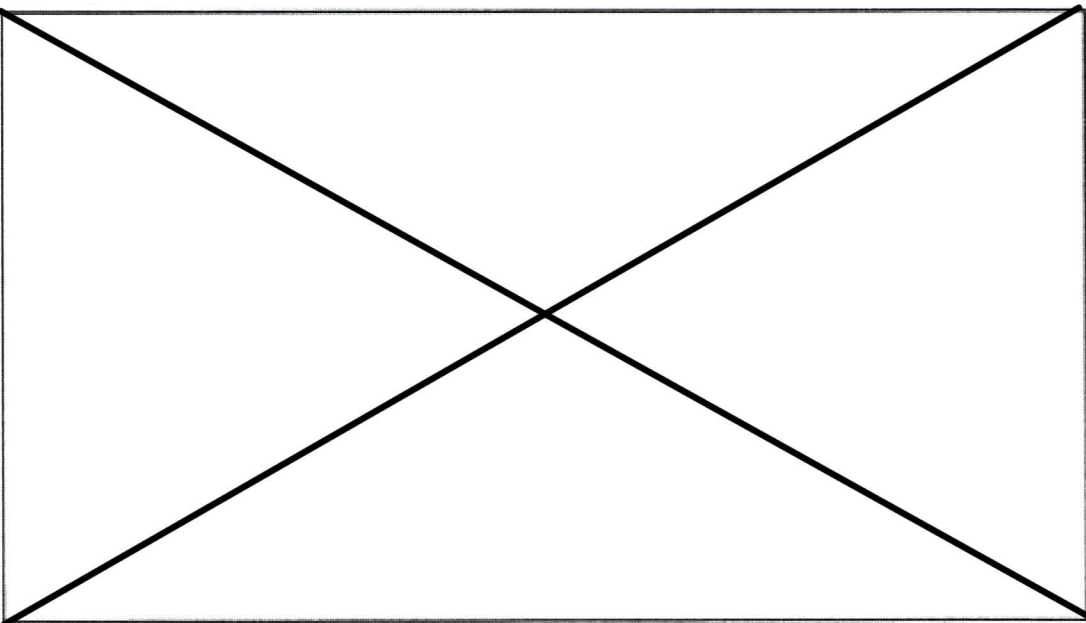


Sc.

Pnl.

Bg.

day night



Dialog:

(SFX) * SOUNDS CONTD. *

Action:

- CUT WIDE TO SHOW EXTENT OF VOID.

Timing:

Production :

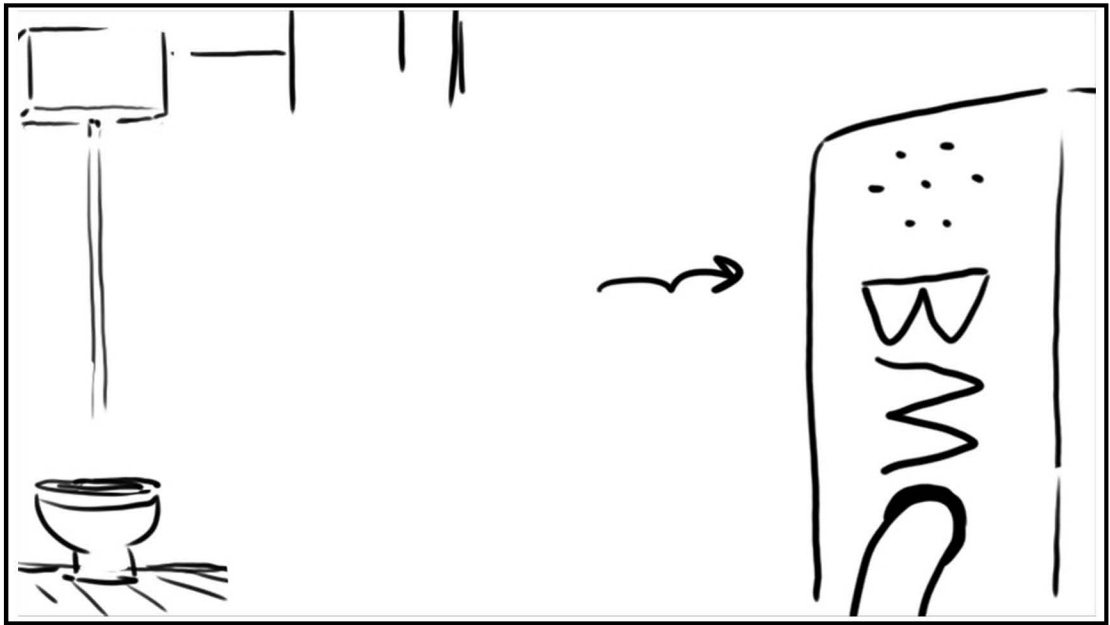
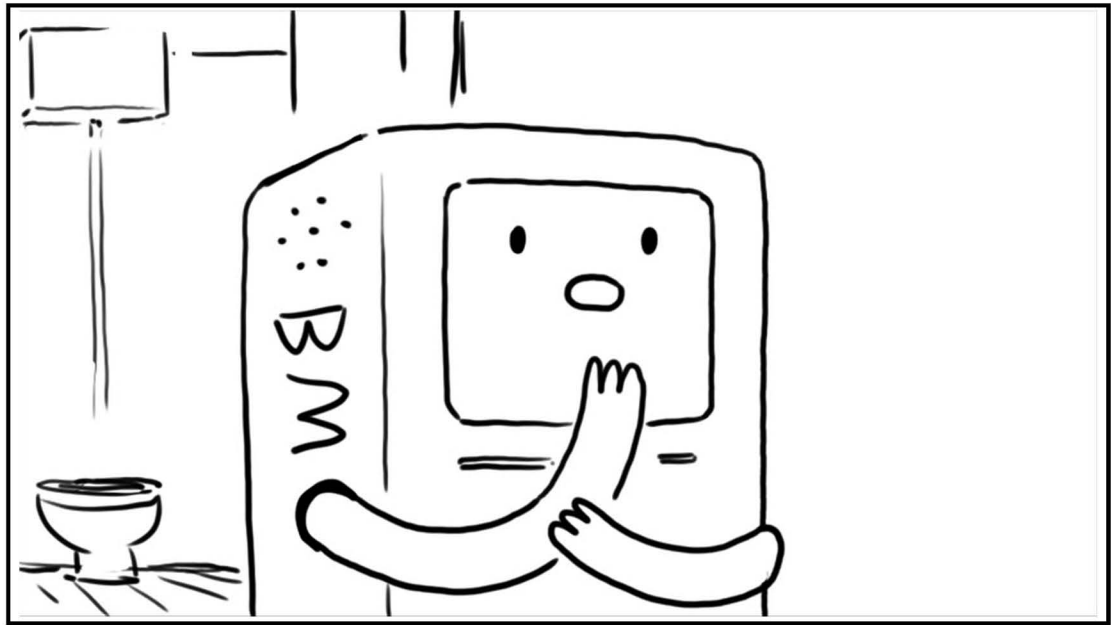
EPISODE #

1034-207

ADVENTURE TIME



Sc. 63A Pnl. A Bg. day night Sc. 63A Pnl. B Bg. day night



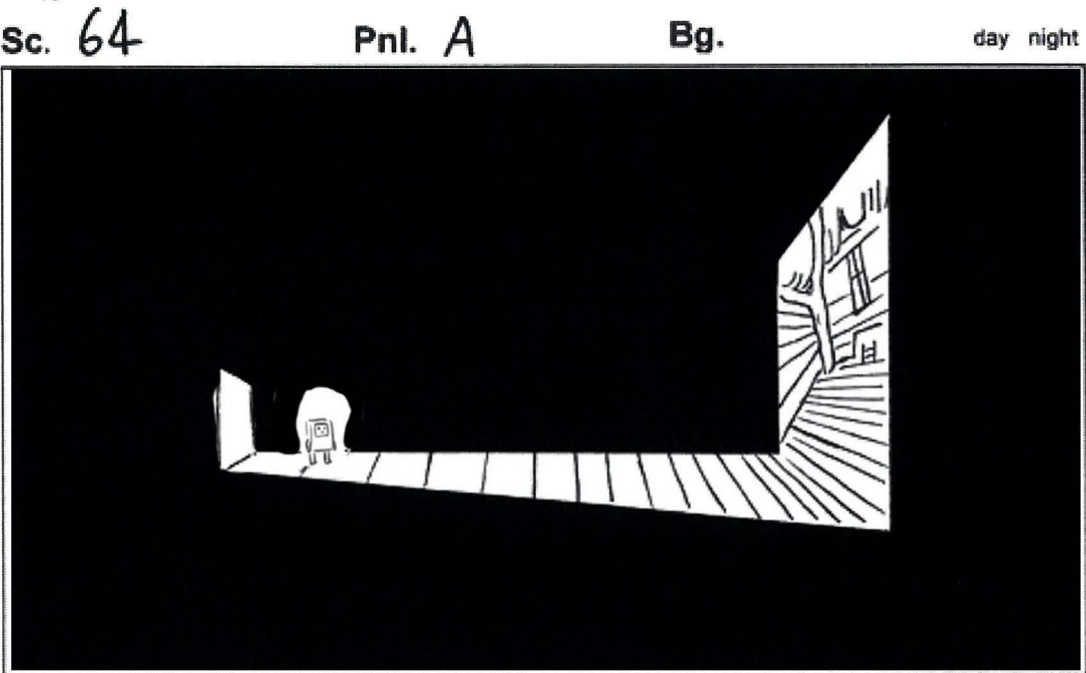
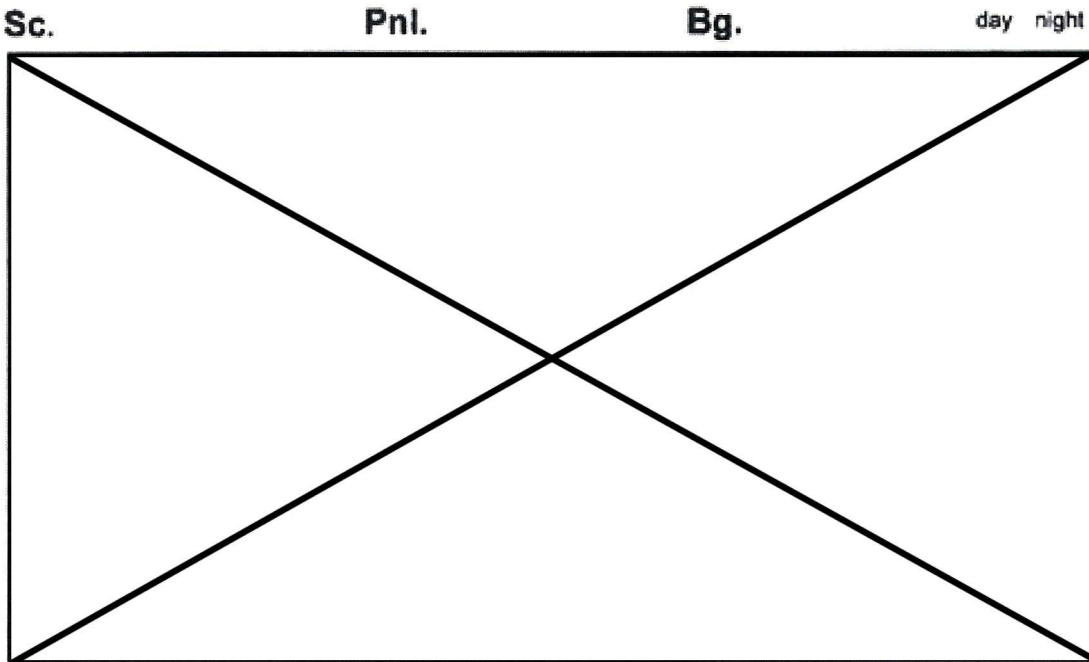
Dialog:	BMO/ Very weird.
Action:	
Timing:	

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Production:

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ADVENTURE TIME



Dialog:

Action:

Timing:

- ① TAKES TENTATIVE STEPS INSIDE
- ② TURNS TO LOOK AROUND



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ADVENTURE TIME



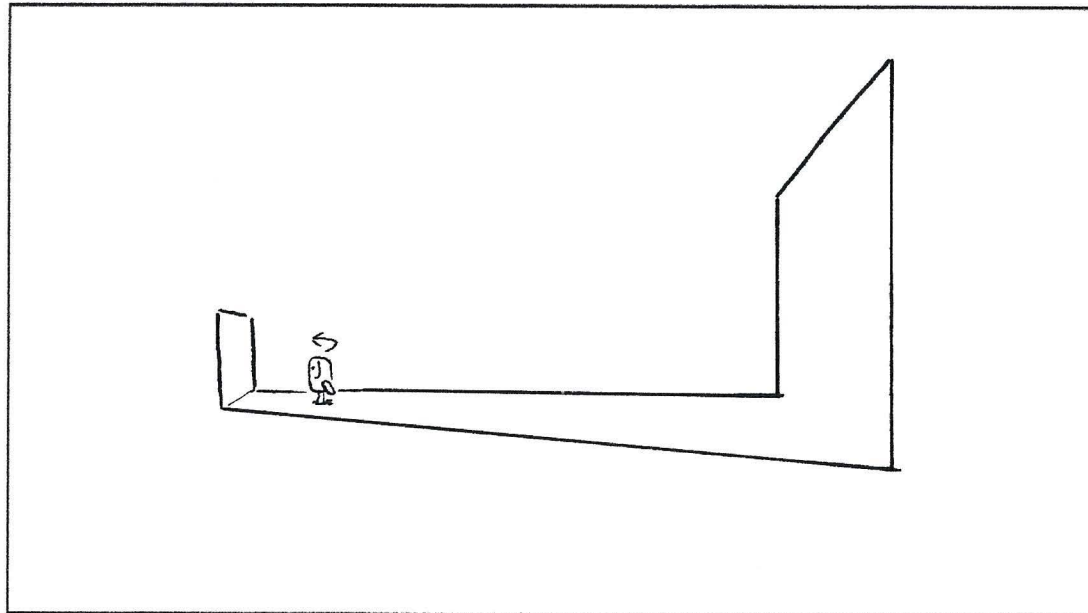
Page 62

Sc. 64

Pnl. B

Bg.

day night

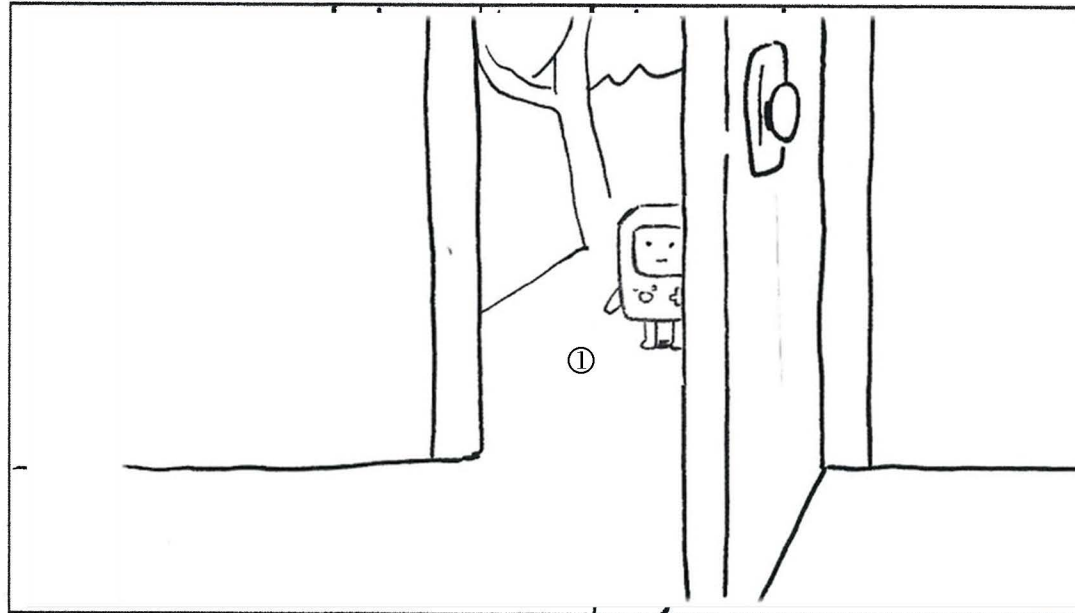


Sc. 65

Pnl. A

Bg.

day night



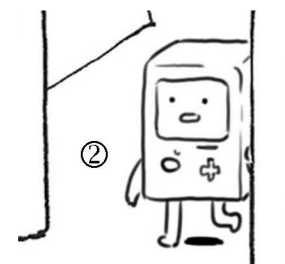
Dialog:

(SFX) * DOOR CREAKING *

Action:

TURNS SUDDENLY TO FACE DOORWAY

Timing:



Production :

EPISODE #

1034-207

ADVENTURE TIME



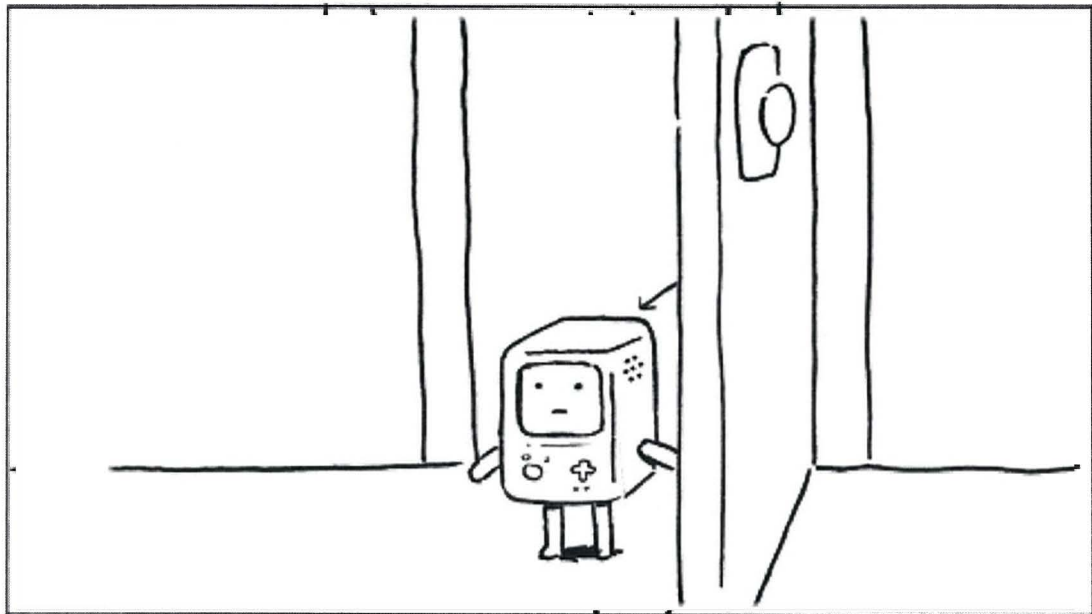
Page 63

Sc. 65

Pnl. B

Bg.

day night

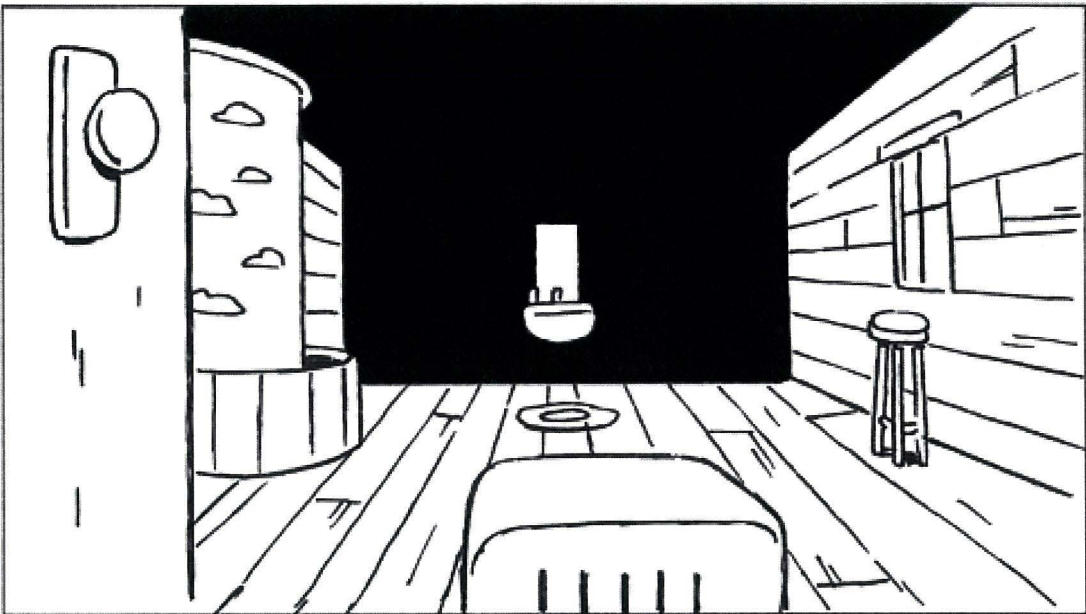


Sc. 66

Pnl. A

Bg.

day night

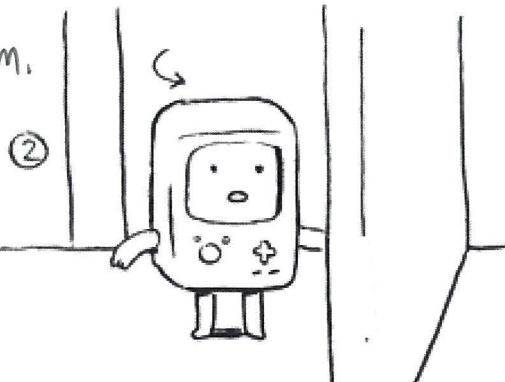


Dialog:

(BMO) ② HELLO?

Action: -BMO WALKS
BACK INTO
MIRROR -BATHROOM.

Timing:



-BMA LOOKS AT MIRROR,

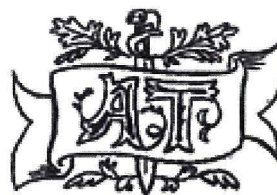
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ADVENTURE TIME



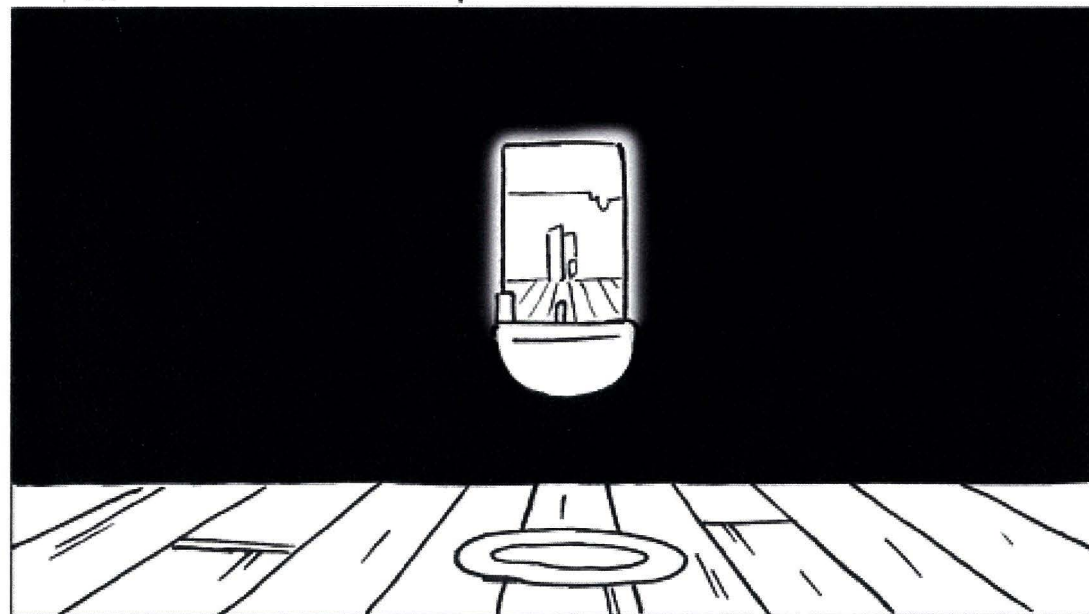
Page 64

Sc. 67

Pnl. A

Bg.

day night

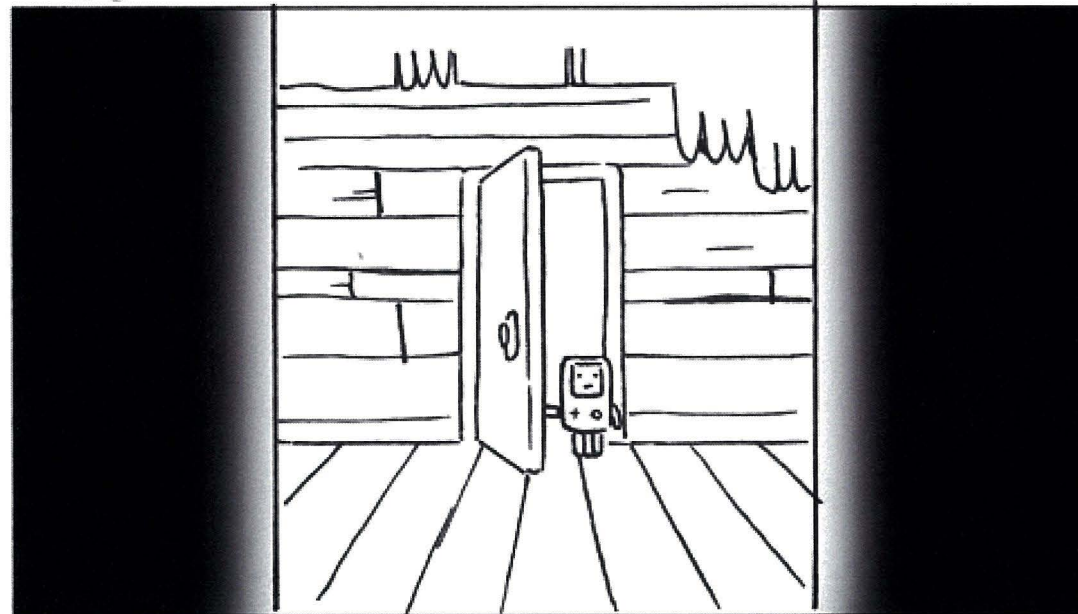


Sc. 68

Pnl. A

Bg.

day night



Dialog:

Action: -JUMP CUT CLOSER

- JUMP CUT TO MIRROR. FOOTBALL
STANDS NEXT TO DOOR.

Timing:

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ADVENTURE TIME



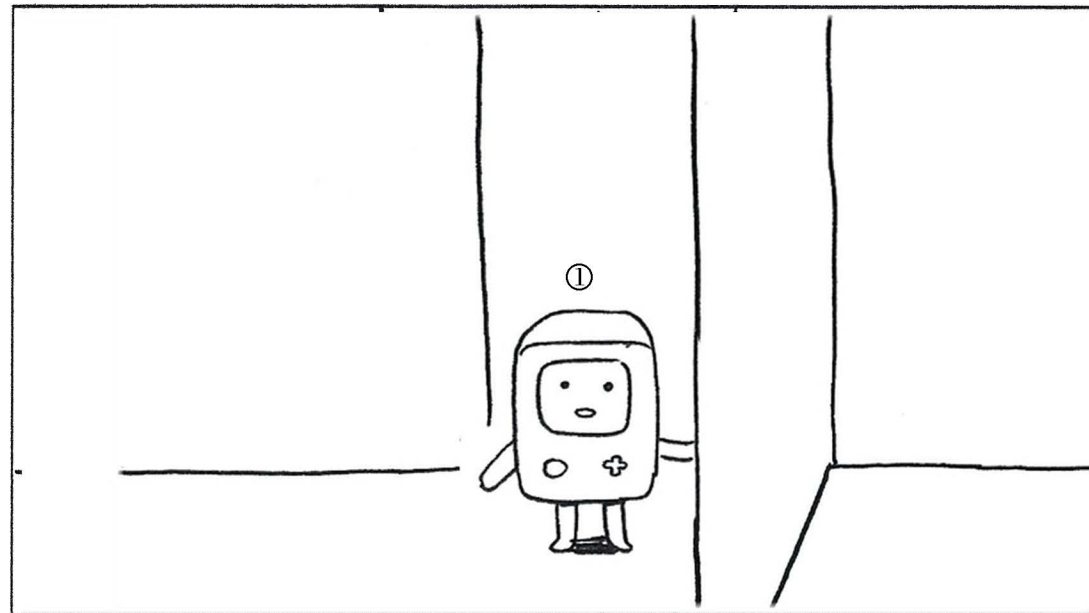
Page 65

Sc. 69

Pnl. A

Bg.

day night



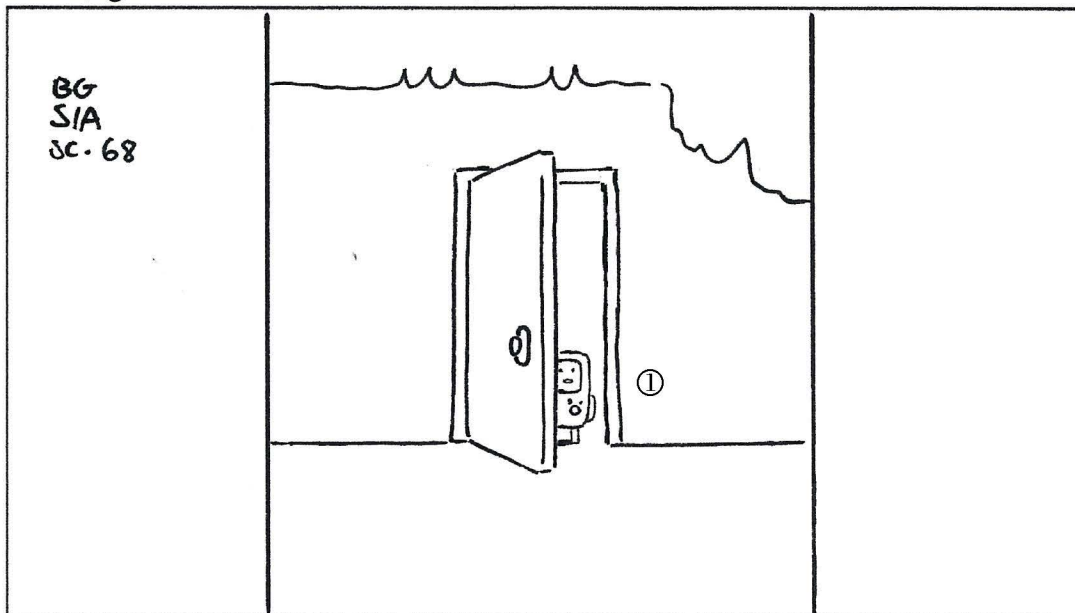
Sc. 70

Pnl. A

Bg.

day night

BG
SIA
Sc. 68

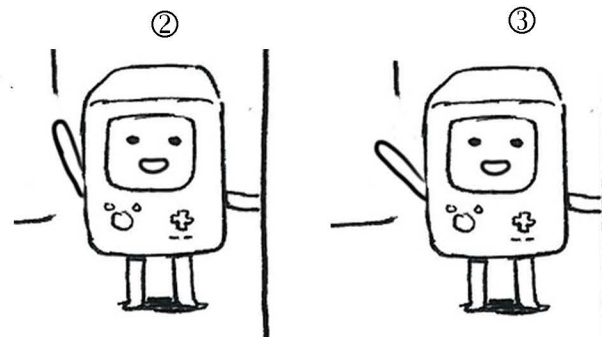


Dialog:

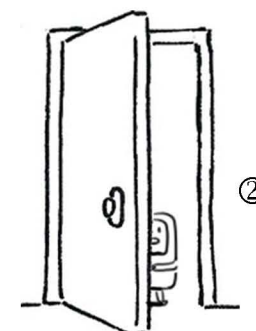
(BMO) FOOTBALL! ARE YOU OK?
IT'S WEIRD IN HERE...

Action:

Timing:



-FOOTBALL HAS SHIFTED BEHIND DOOR
-SEEMS TO BE MOUTHING SOMETHING

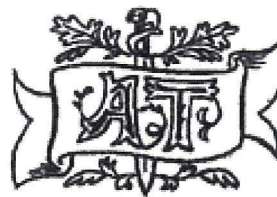


Production :

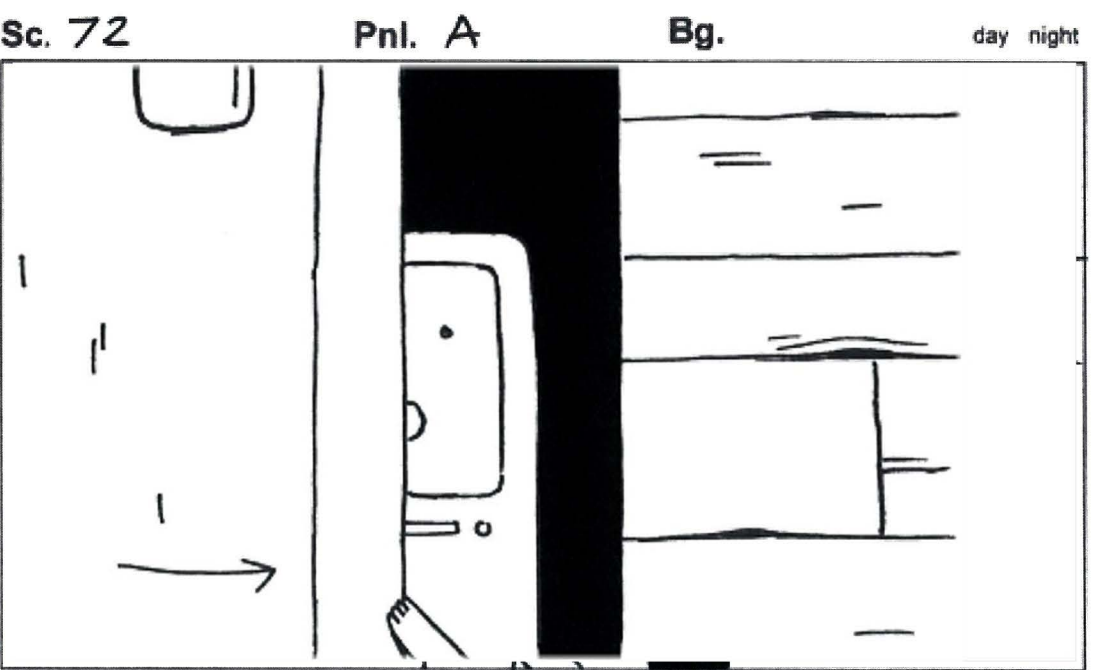
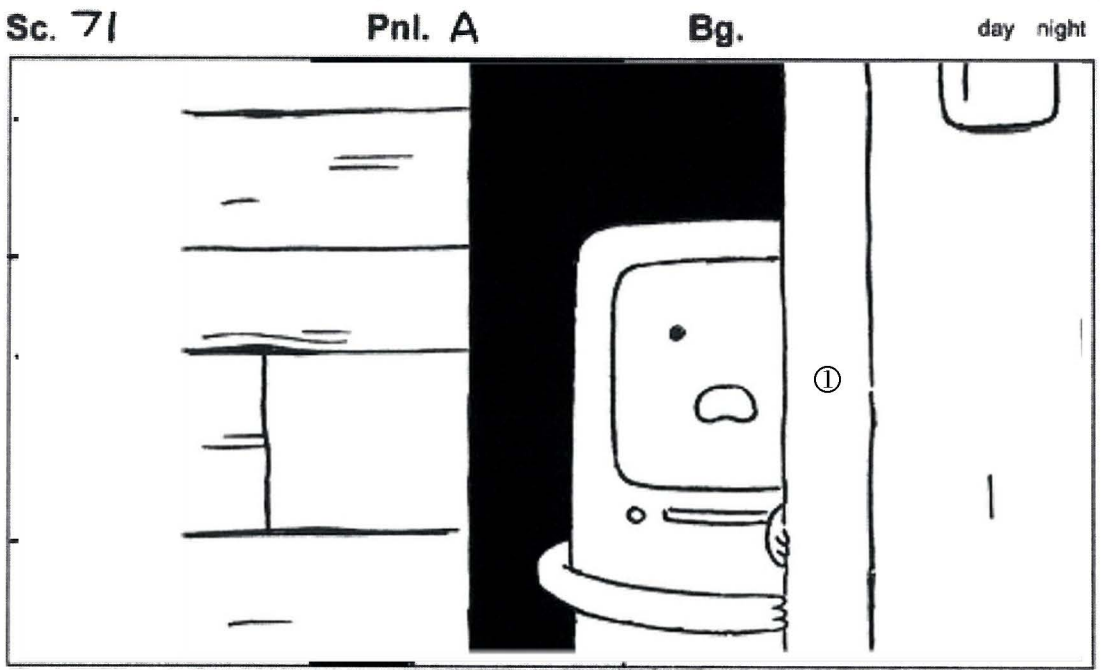
EPISODE #

1034-207

ADVENTURE TIME



Page 66



Dialog:

(BMO) COME CLOSER FOOTBALL, I CAN'T HEAR YOU

(FB) [QUIETLY, CALMLY] I'M NOT GOING BACK BMO. I'M STAYING ON THIS SIDE FOREVER.

Action: <ON EACH CUT, THEY'RE A BIT FARTHER BEHIND DOOR>

Timing:

S.P.

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Production :

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ADVENTURE TIME



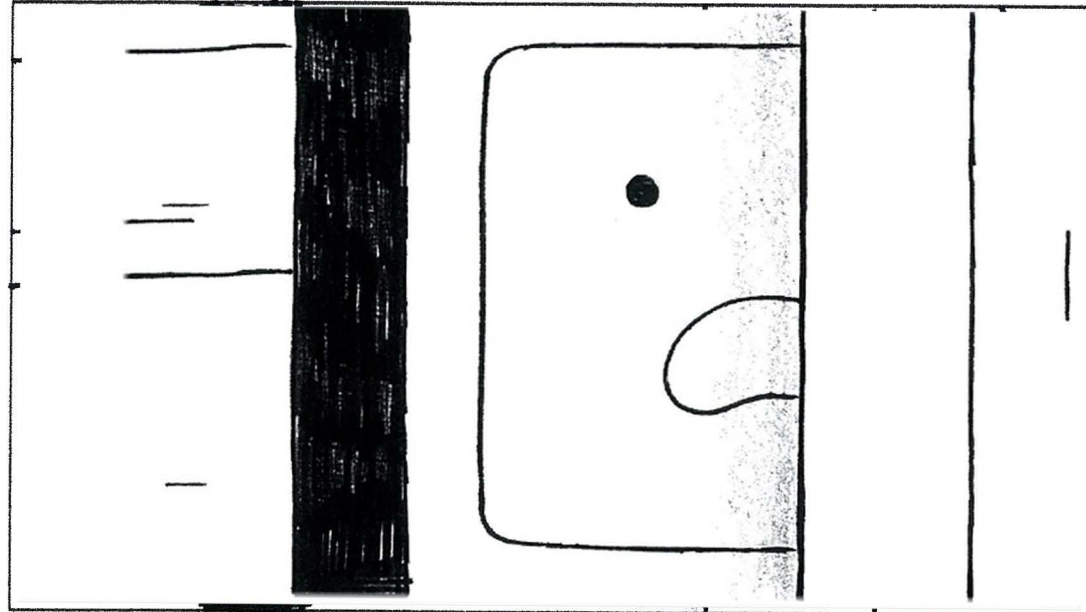
Page 67

Sc. 73

Pnl. A

Bg.

day night

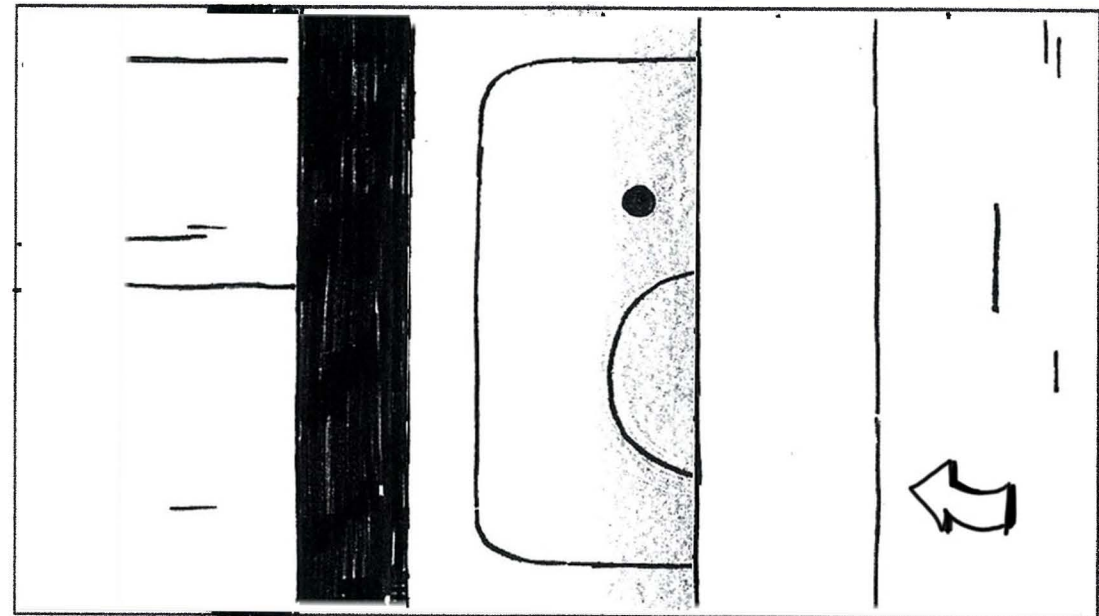


Sc. 73

Pnl. B

Bg.

day night



Dialog:

(BMO) FOOTBALL...

(BMO) FOOTBALL!!!

Action:

DOOR CLOSING

Timing:

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Production :

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ADVENTURE TIME



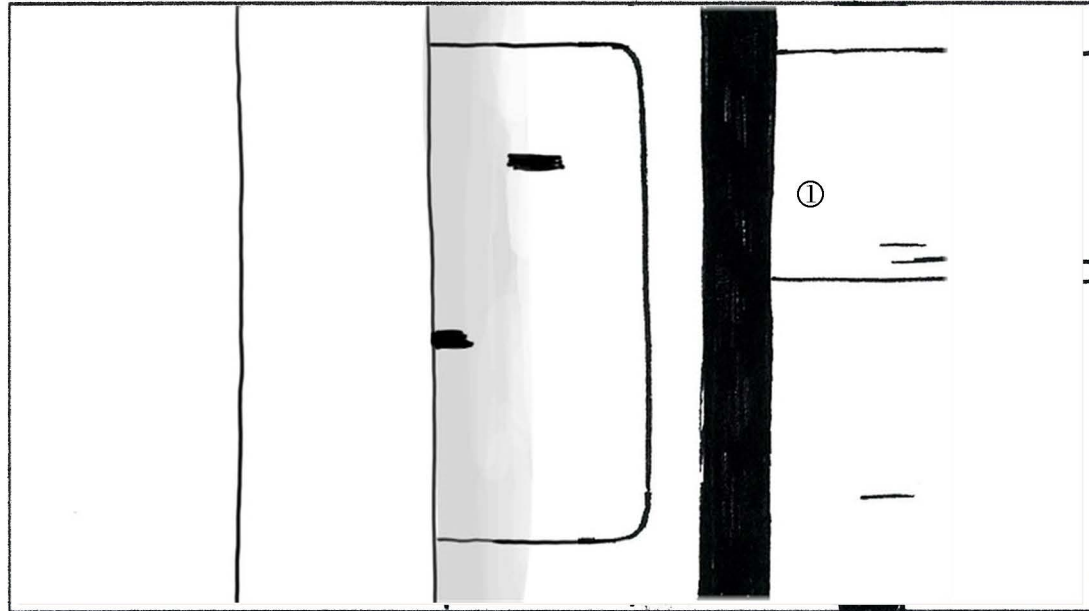
Page 68

Sc. 74

Pnl. A

Bg.

day night

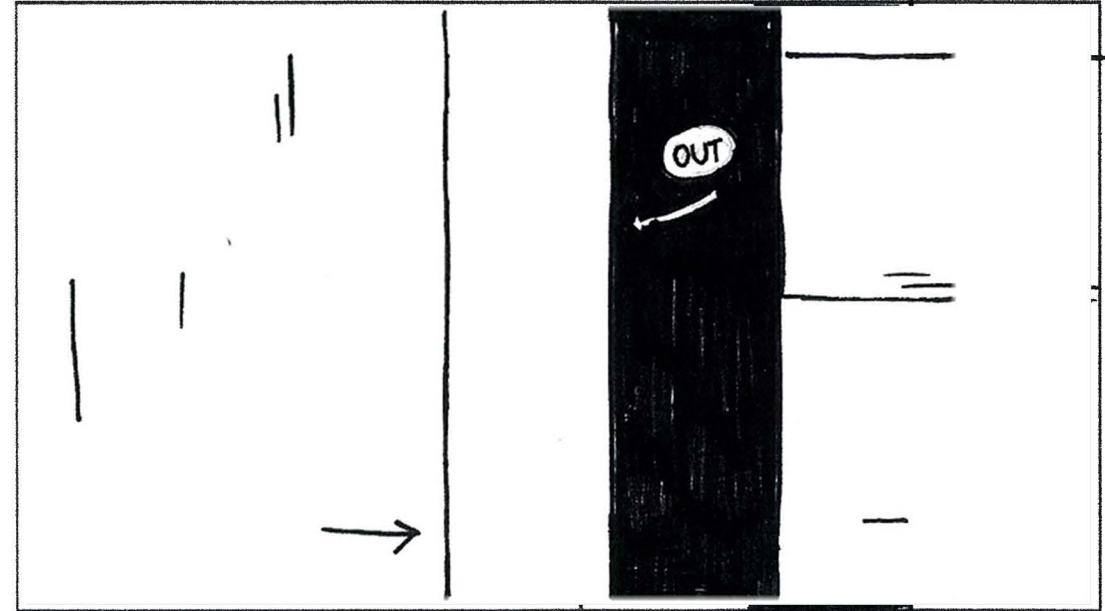


Sc. 74

Pnl. B

Bg.

day night

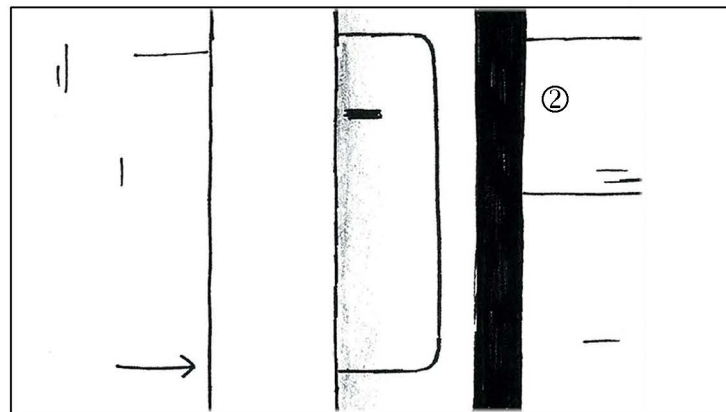


Dialog:

(BMO) [O/S] No! NOO!

Action: - FB'S EYES
ARE NARROWED

Timing:



(BMO) [O/S] FOOTBALL NOOOOO -

FB DIPS BEHIND DOOR

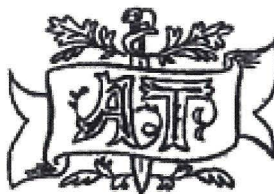
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Production :

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ADVENTURE TIME



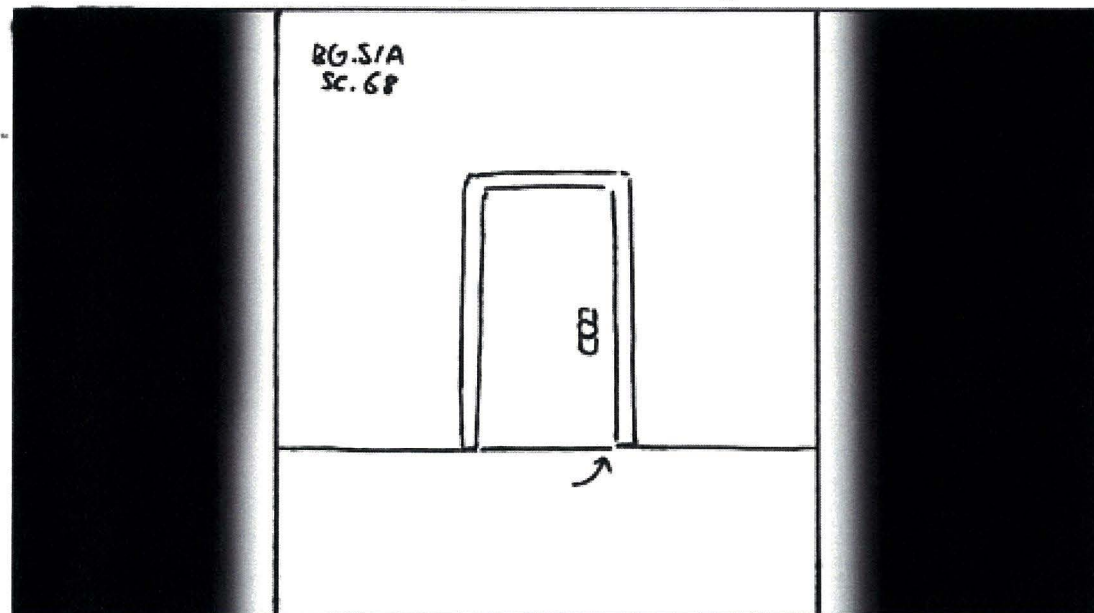
Page 69

Sc. 75

Pnl. A

Bg.

day night



Sc. 75

Pnl. B

Bg.

day night



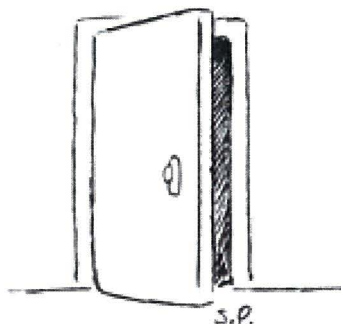
Dialog:

(BMO) [CONT'D.] - OOOOOOO

OOO —————

Action: - VIEW OF MIRROR

Timing:



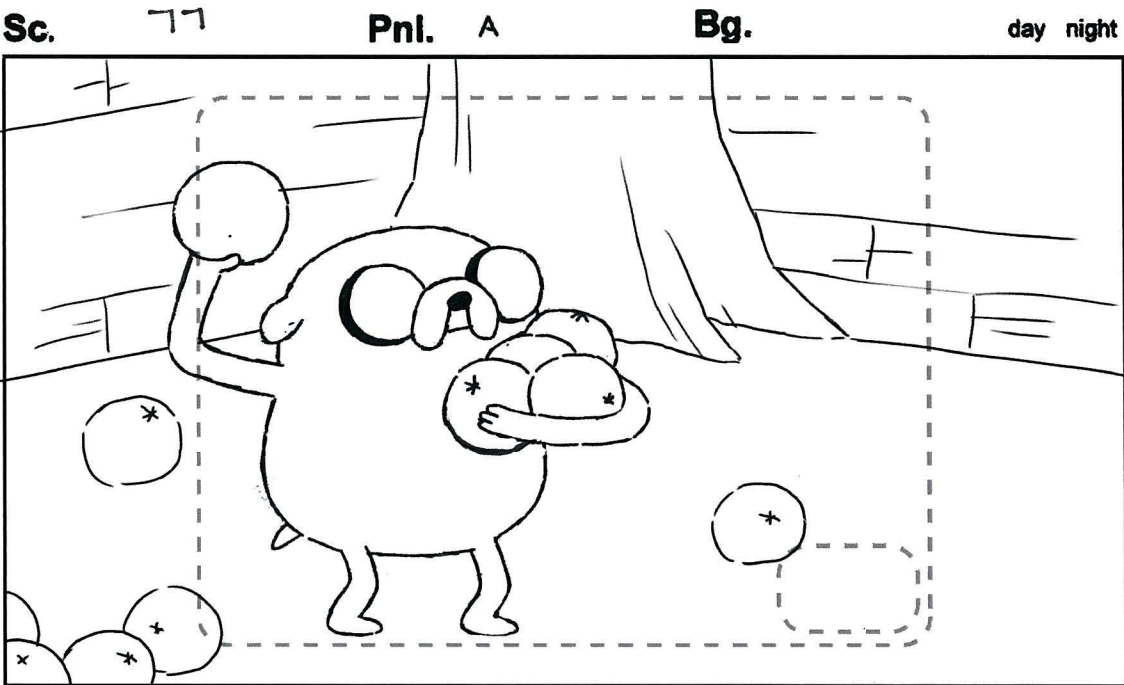
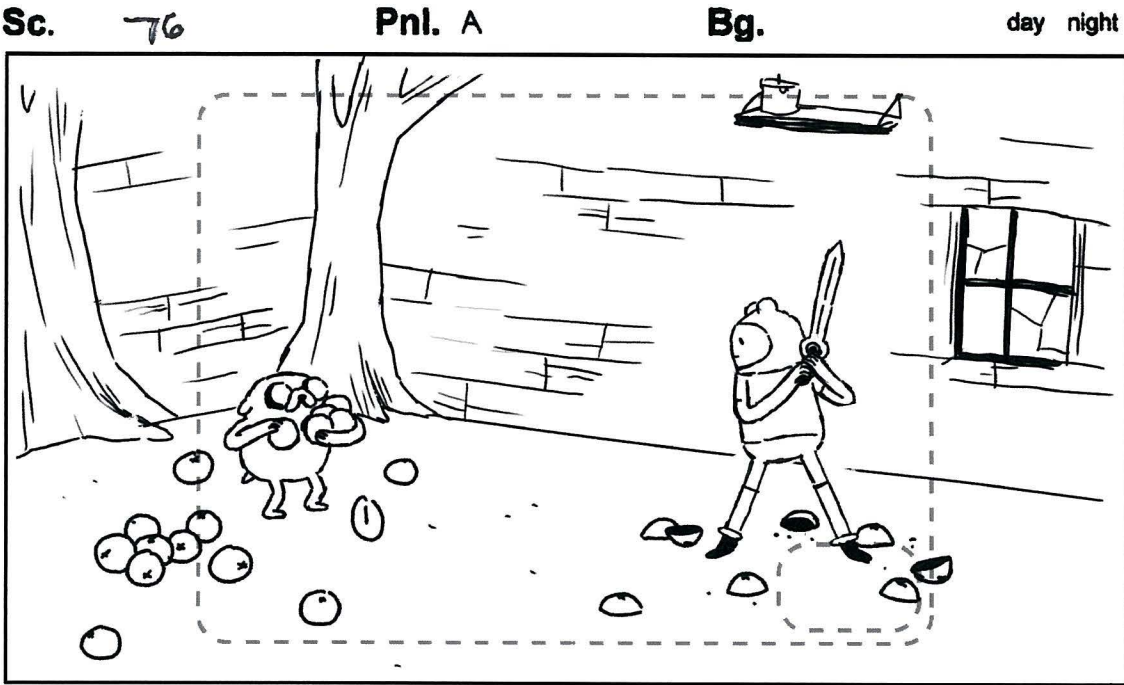
CUT TO BLACK AS DOOR CLOSES, CUTTING OFF BMO'S CRY.

Production :

EPISODE #

1034-207

ADVENTURE TIME



Dialog:

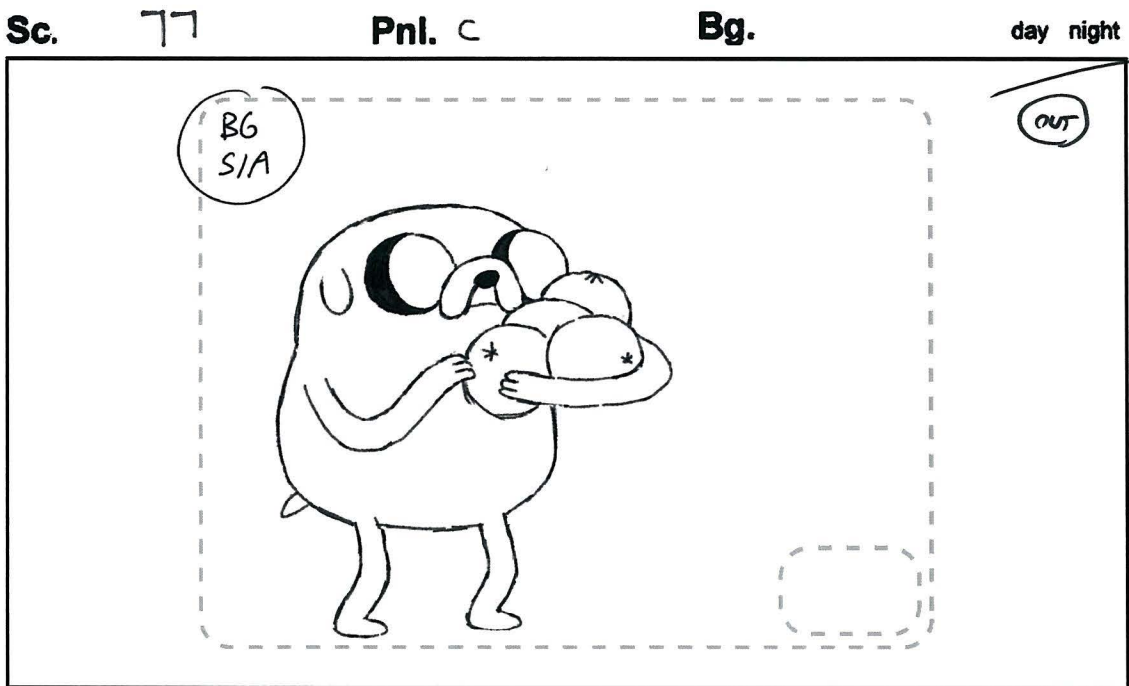
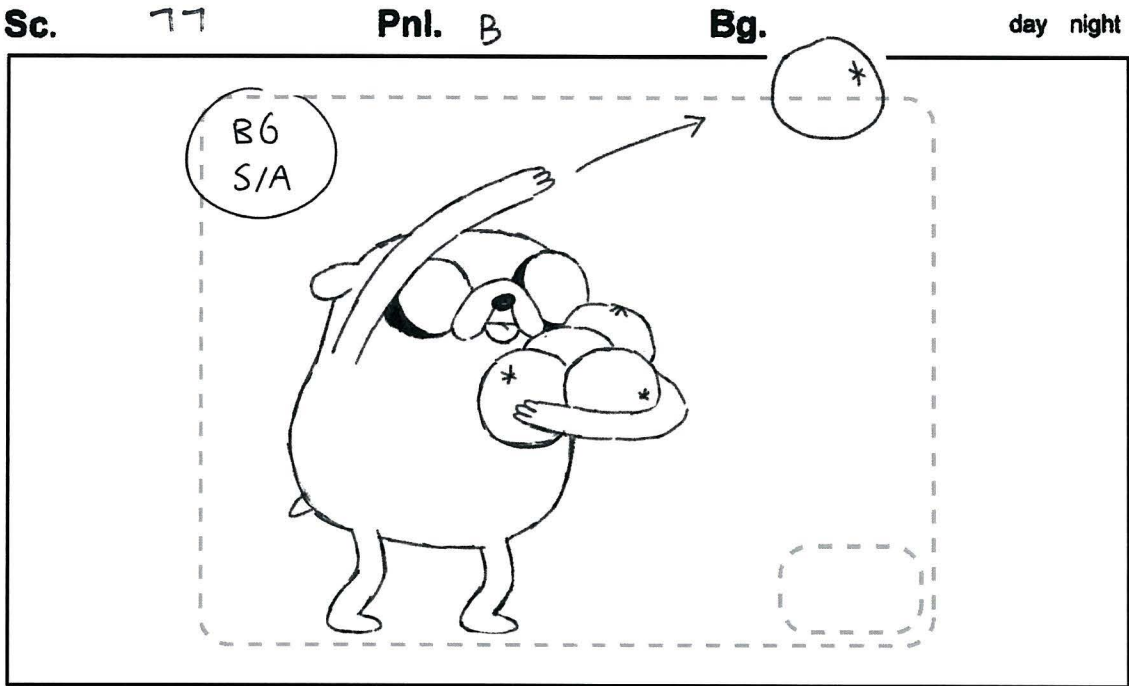
Action:

Timing:

- J WINDS UP TO THROW GRAPEFRUIT

2

ADVENTURE TIME



Dialog:

J/HNF!

Action:

-J STICKS OUT TONGUE AS HE
THROWS GRAPEFRUIT.

Timing:

EPISODE # 1034-207

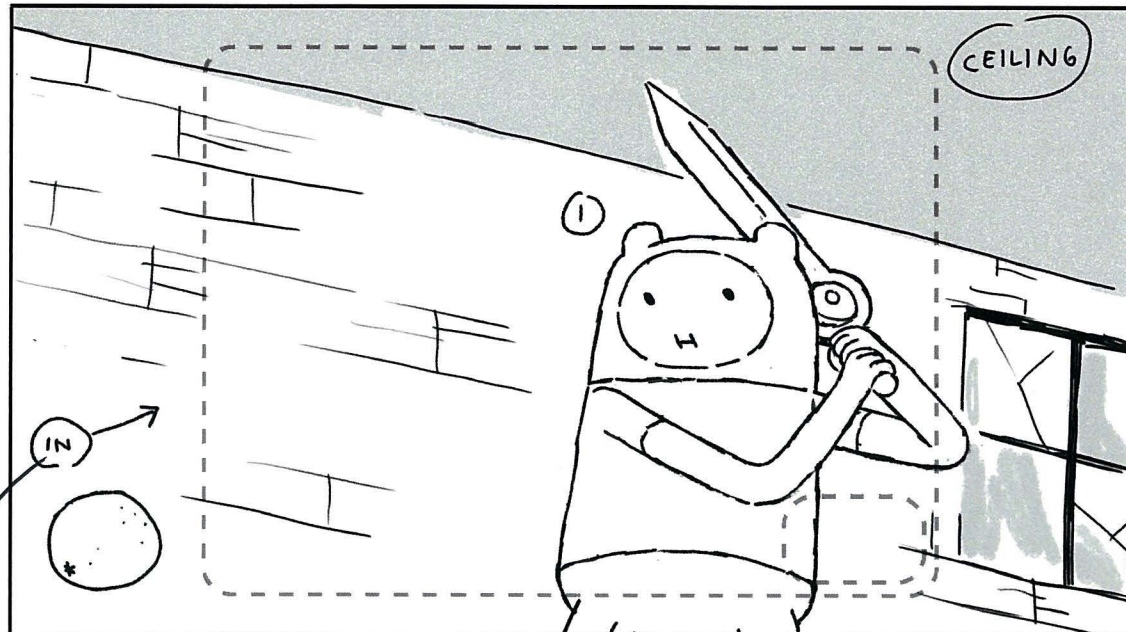
Production :

ADVENTURE TIME

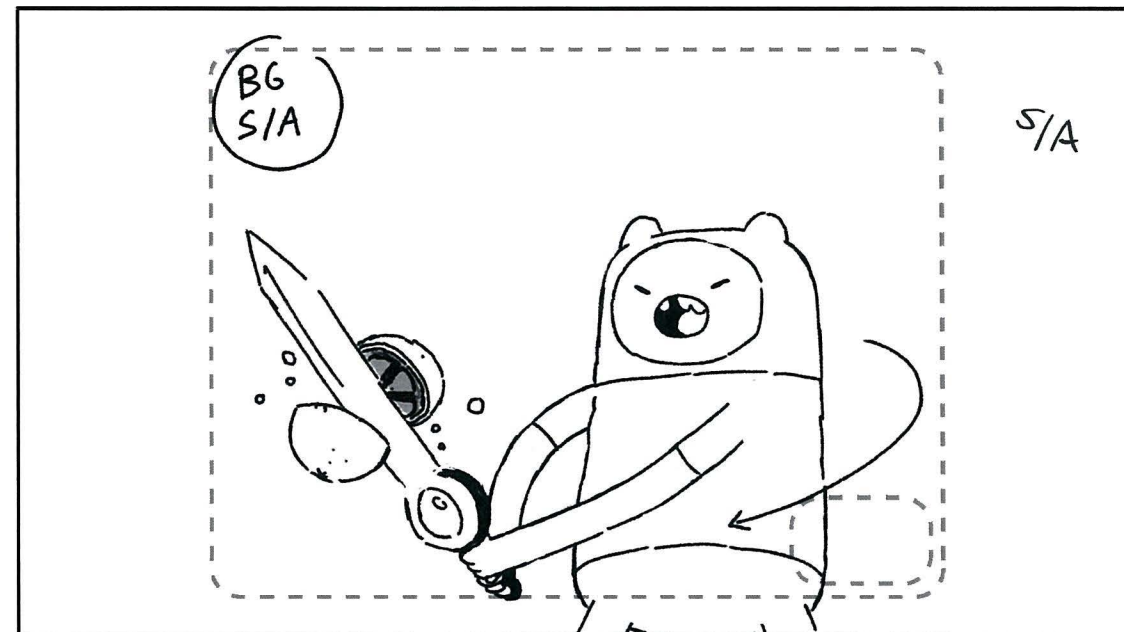


Page 72

Sc. 78 Pnl. A Bg. day night



Sc. 78 Pnl. B Bg. day night



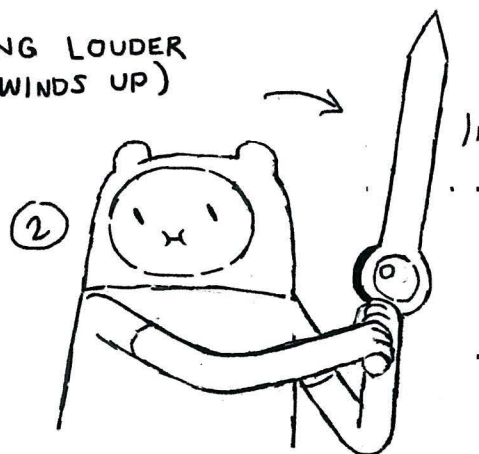
Dialog:

F/Mmmmm (GETTING LOUDER AS HE WINDS UP)

Action:

- GRAPEFRUIT FLIES ON/S

Timing:



F/MYAH!
SFX / * SLICE *

- F SLICES GFRUIT

1034-207

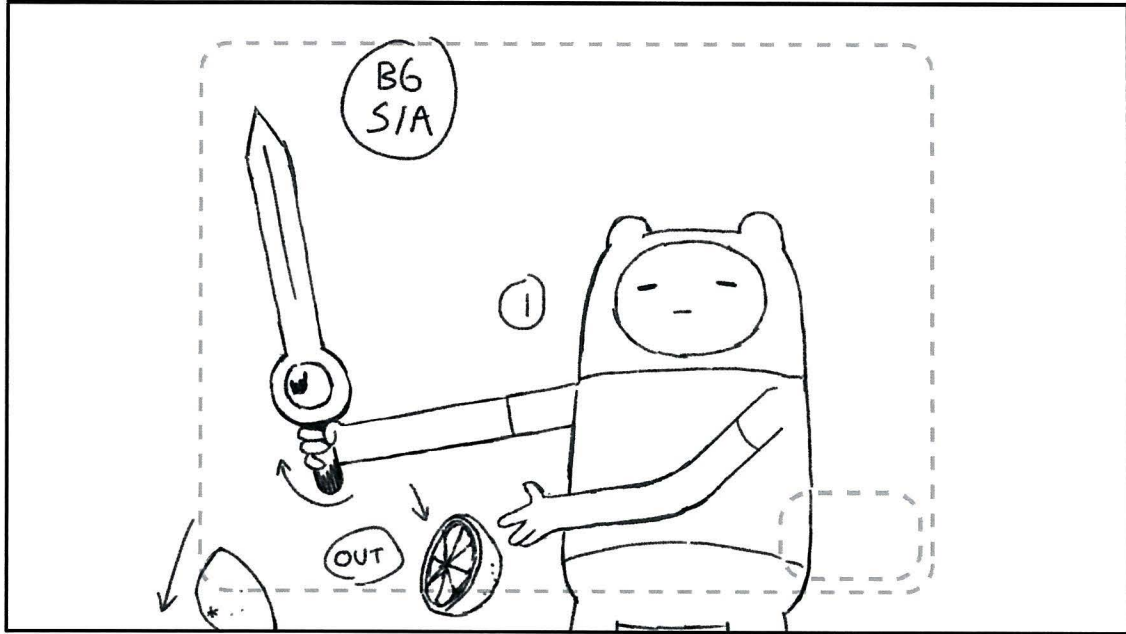
EPISODE #

Production :

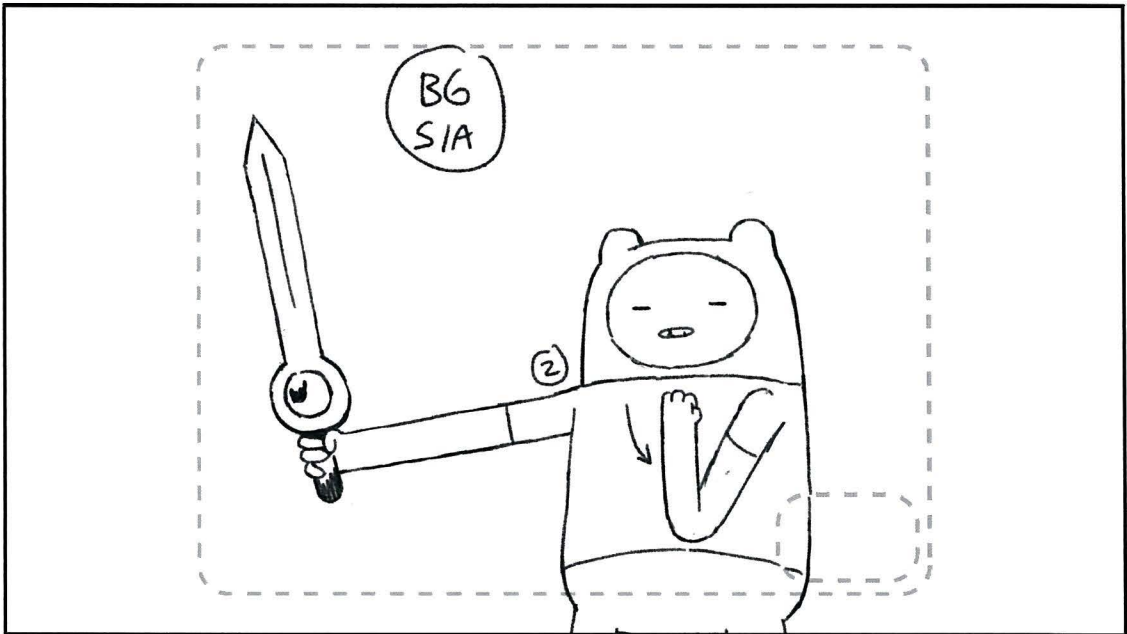
ADVENTURE TIME



Sc. 78 Pnl. c Bg. day night



Sc. 78 Pnl. d Bg. day night

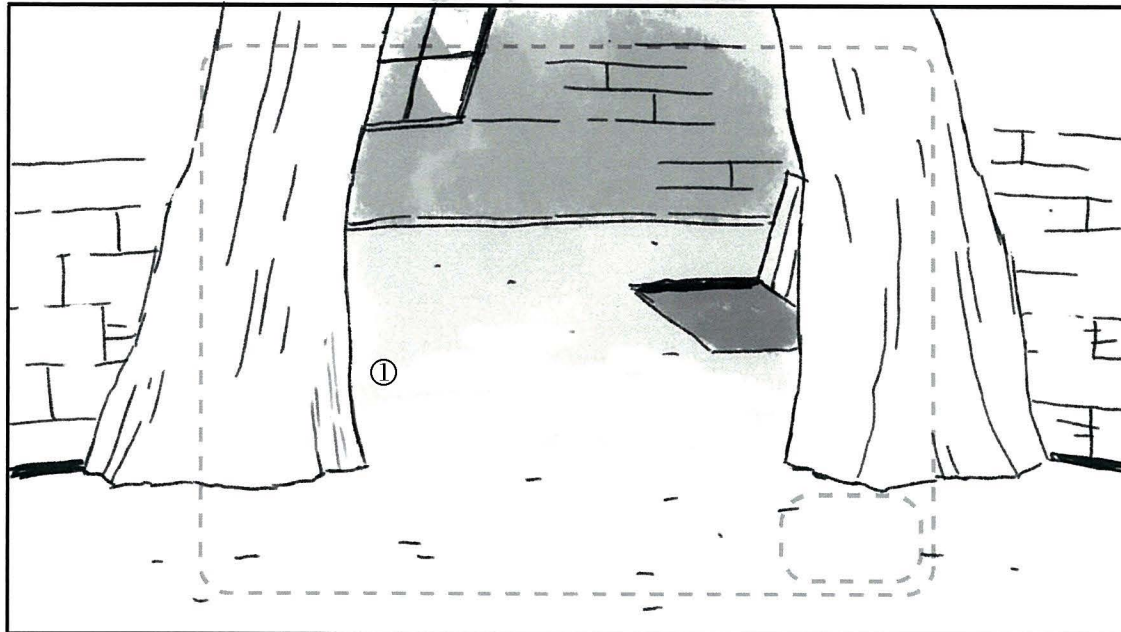


Dialog:	
SFX / PLOP-PLOP (GFRUIT HALVES HIT FLOOR)	F / YUSSS.
Action:	
Timing:	

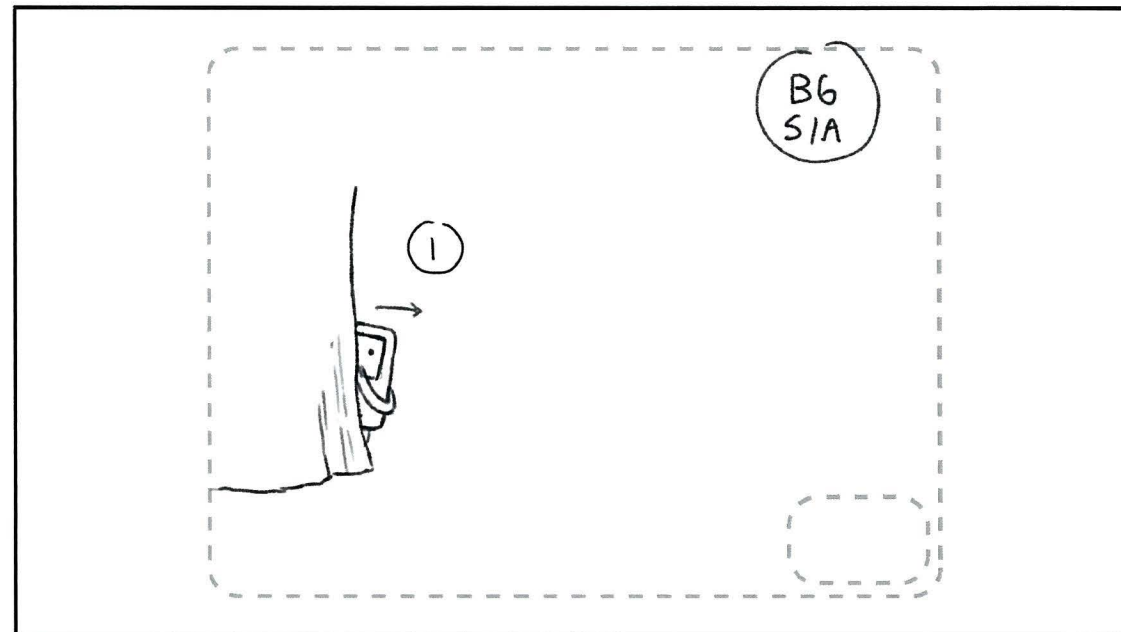
ADVENTURE TIME



Sc. 79 Pnl. A Bg. day night



Sc. 79 Pnl. B Bg. day night



Dialog:

(0/5)
F/ SEND ANOTHER G-FRUIT TO THE SLAUGHTER,
JAKE
(0/5)
J/ YOU GOT IT

SFX / (0/5) (GFRUIT SLICING & DROPPING)
F/ (0/5) YAH!

Action:

- FB SLOOOWLY PEEKS OUT

Timing:



1034-207

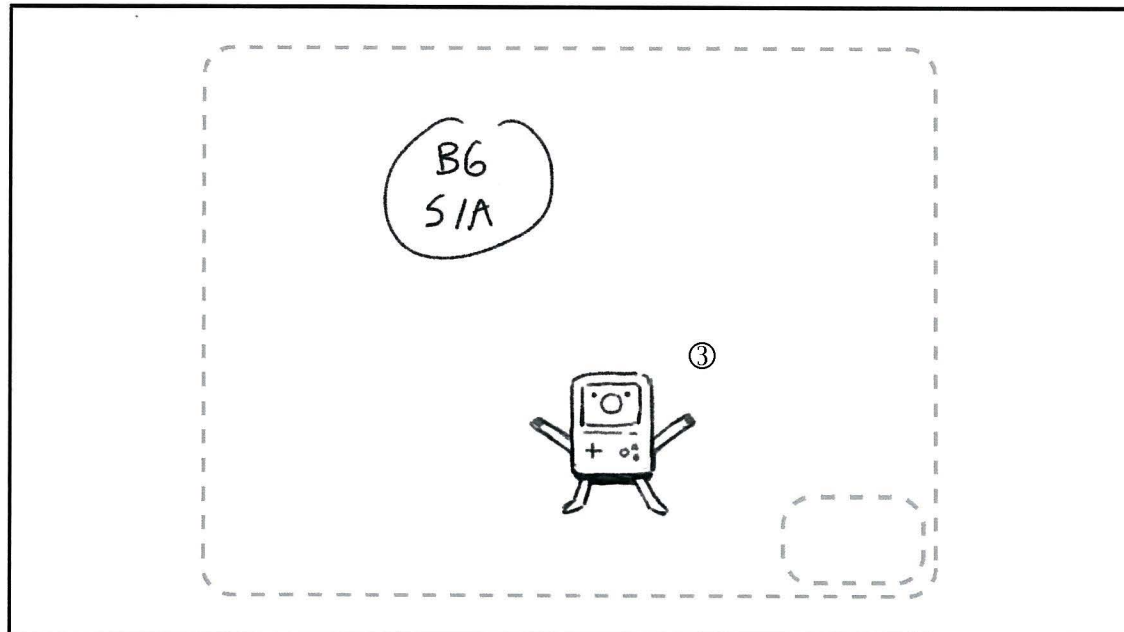
EPISODE #

Production :

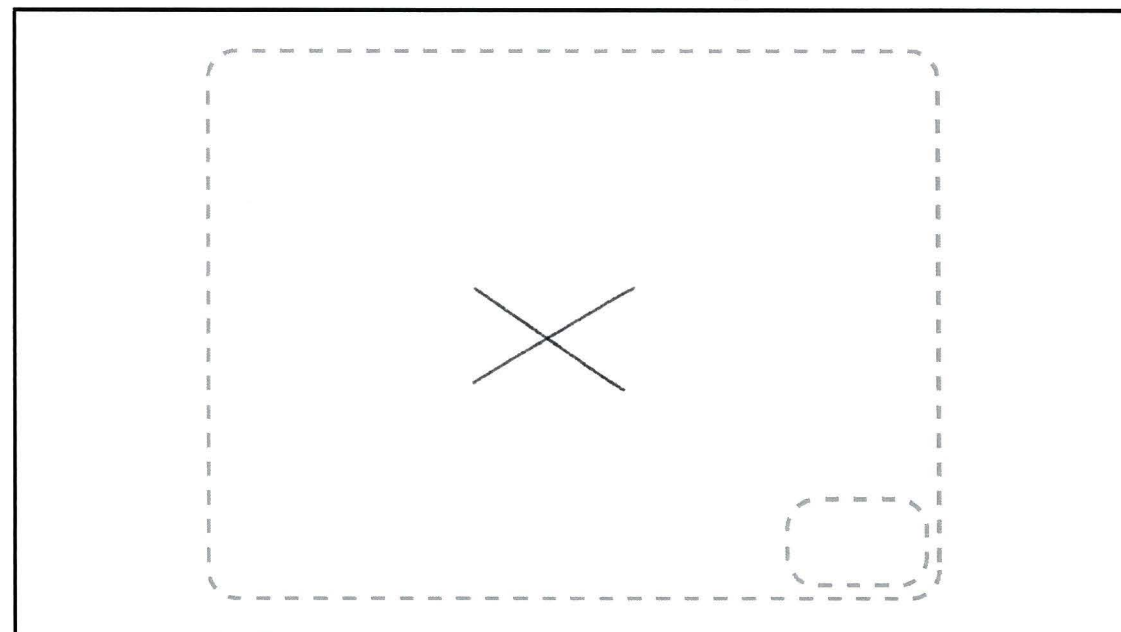
ADVENTURE TIME



Sc. 79 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



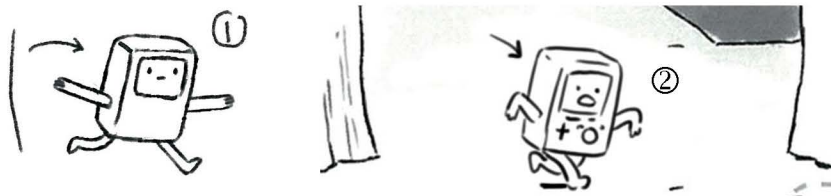
Dialog:

FB/FAMILY MEETING !!!

Action:

FB DASHES OUT

Timing:



1034-207

EPISODE #

Production :

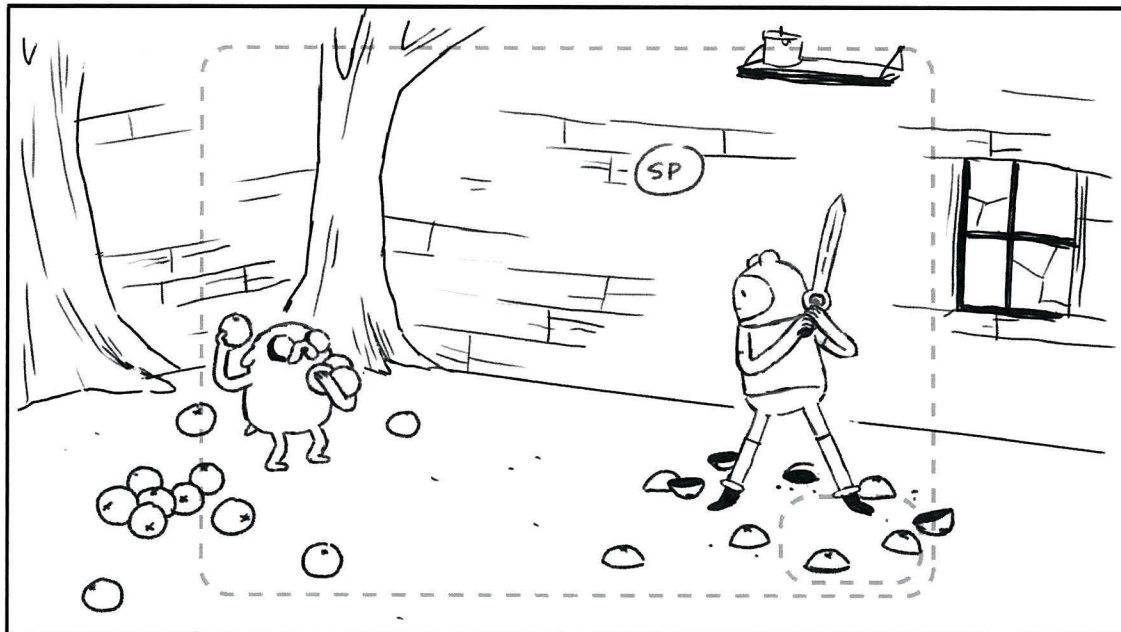
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ADVENTURE TIME

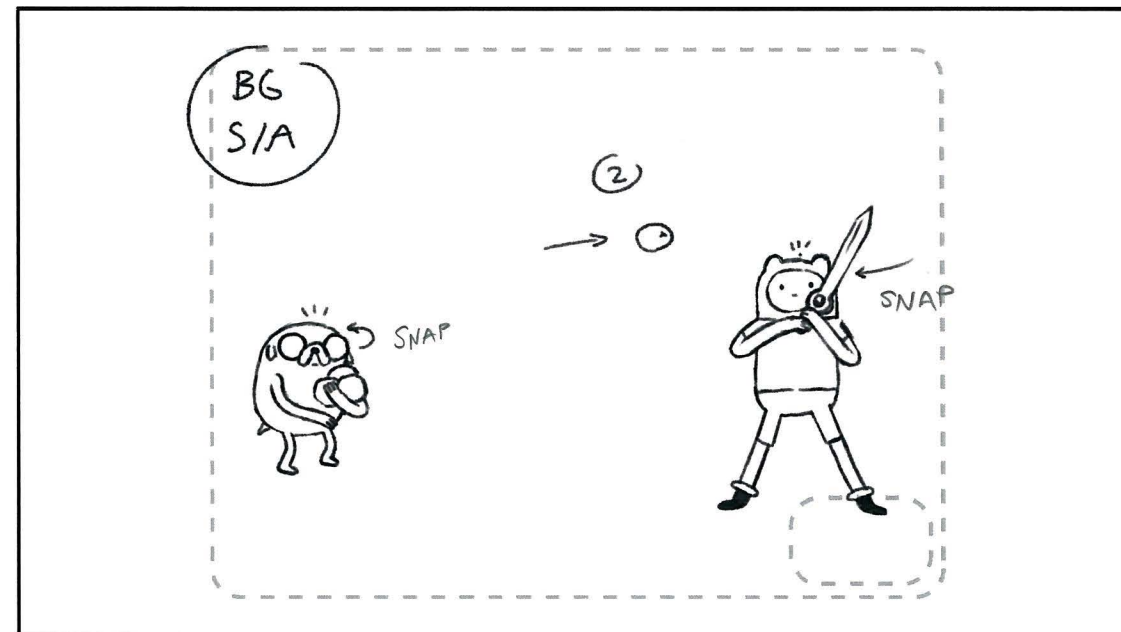


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Sc. 80 Pnl. A Bg. day night



Sc. 80 Pnl. B Bg. day night



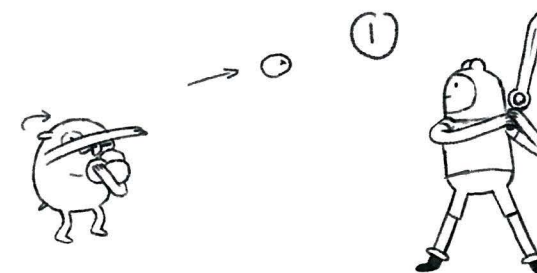
Dialog:

Action:

Timing:

F&J TURN IN SURPRISE
F MID-SWING

* THIS SHOT GOES
REALLY FAST



1034-207

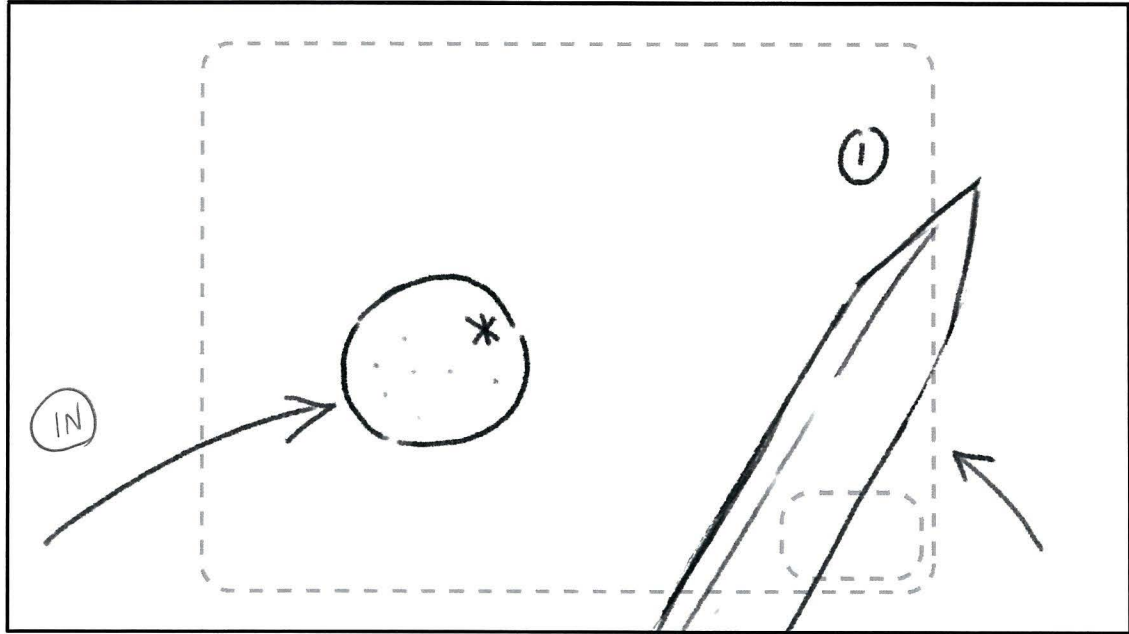
EPISODE #

Production :

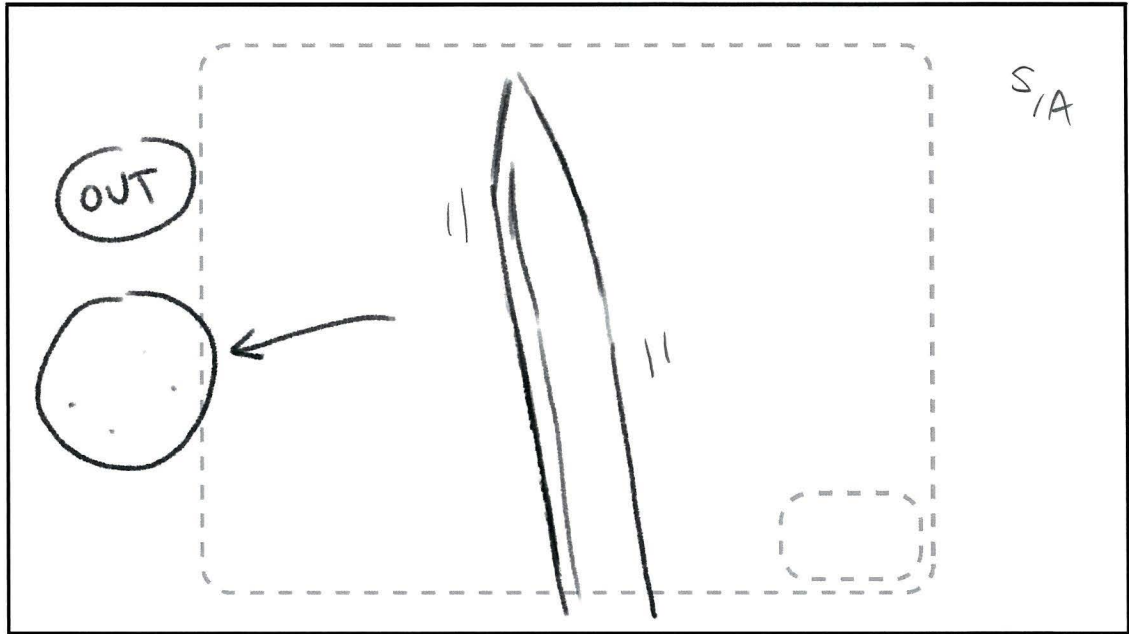
ADVENTURE TIME

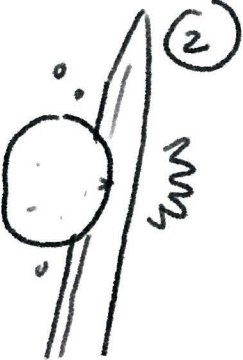


Sc. 81 Pnl. A Bg. day night



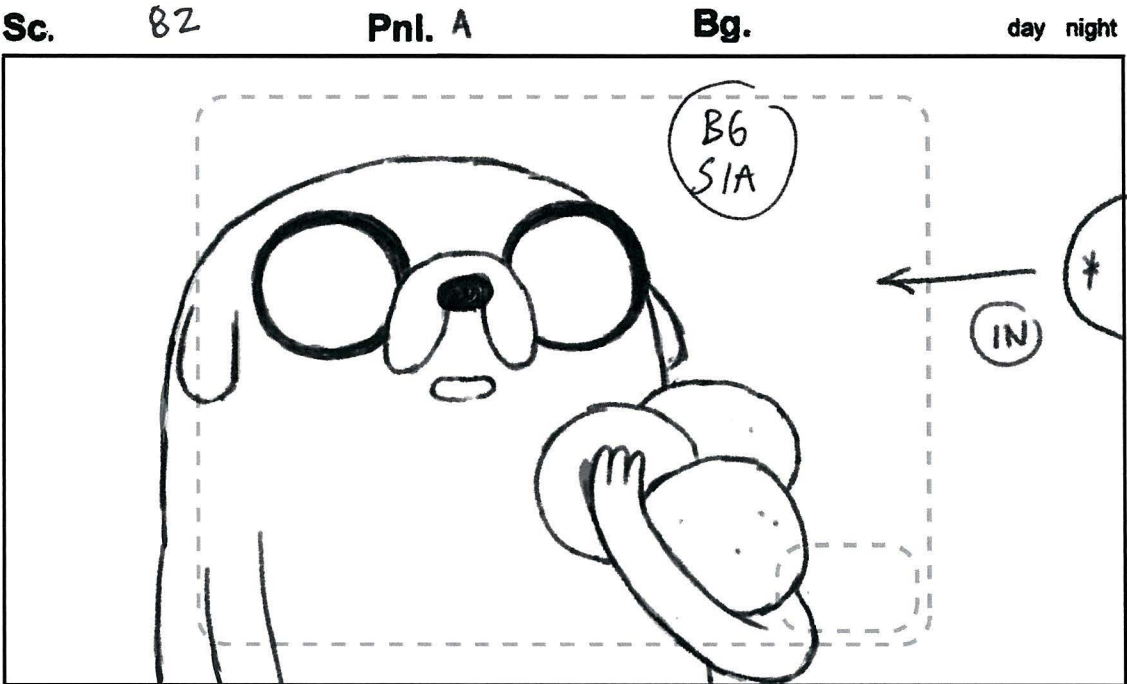
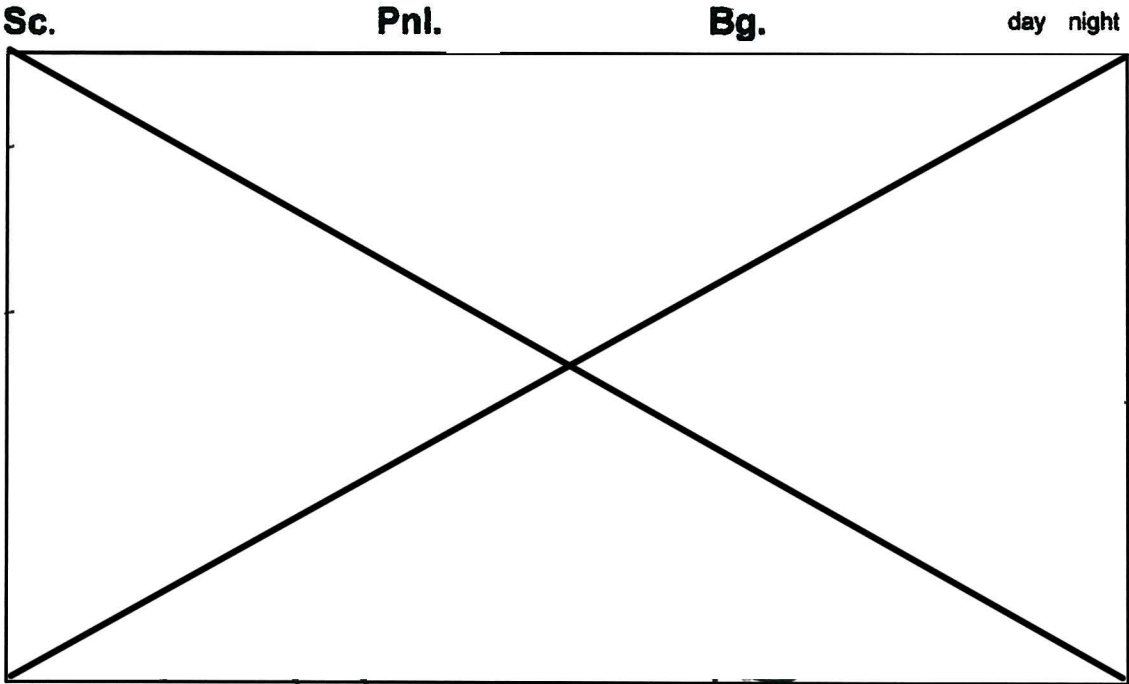
Sc. 81 Pnl. B Bg. day night



Dialog:		
Action:		- G.FRUIT HITS FLAT OF SWORD
Timing:	- G.FRUIT BOUNCES OFF/S.	

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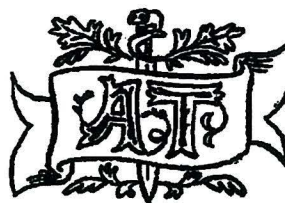
ADVENTURE TIME



Dialog:	J/ WHAT'S UP, B —
Action:	GFRUIT ZOOMS ONSCREEN
Timing:	

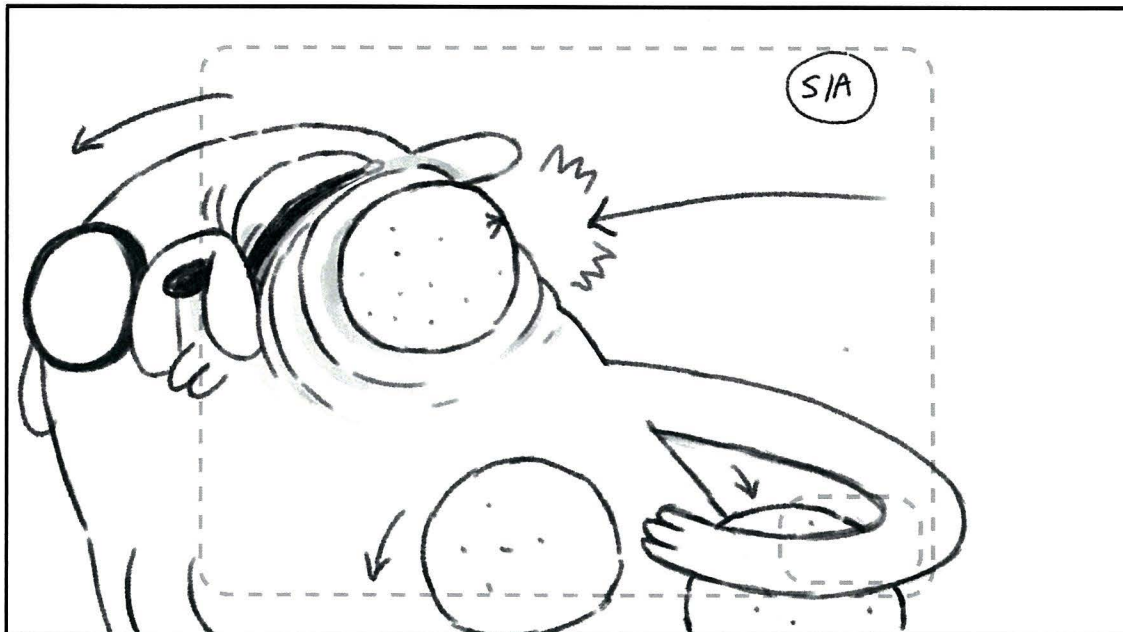
EPISODE # 1034-207
Production :

ADVENTURE TIME

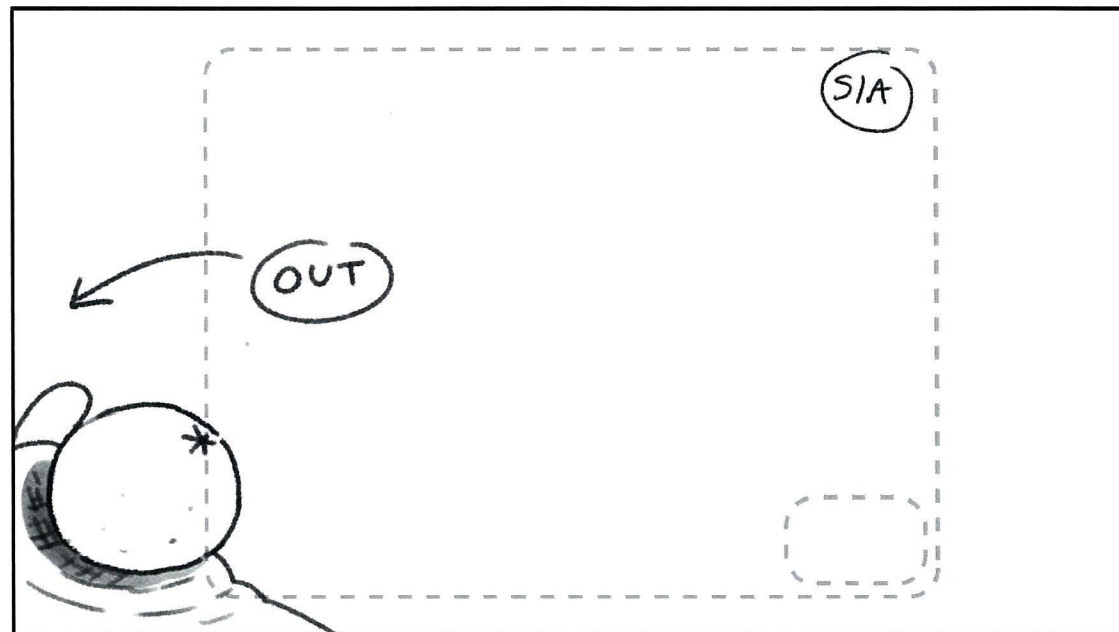


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Sc. 82 Pnl. B Bg. day night



Sc. 82 Pnl. C Bg. day night



Dialog:

J : [IMPACT
SFX/ SMACK!

Action:

- G. FRUIT HITS JAKE

- JAKE IS KNOCKED OFF/S.

Timing:

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Production :

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ADVENTURE TIME



Sc. 82 Pnl. D Bg. day night

Sc. 83 Pnl. A Bg. day night

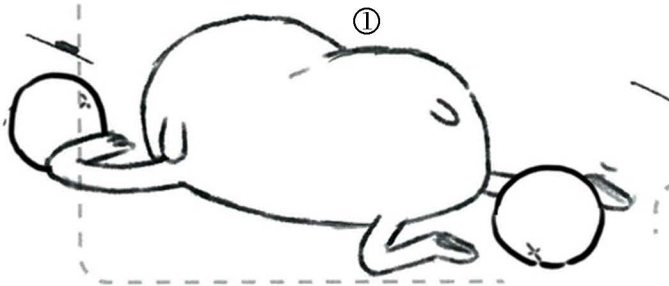
Dialog:

SFX / BIG THUD ① WITH 3
SMALLER THUDS (GRAPEFRUITS)

Action:

- G. FRUITS ROLL AWAY

Timing:



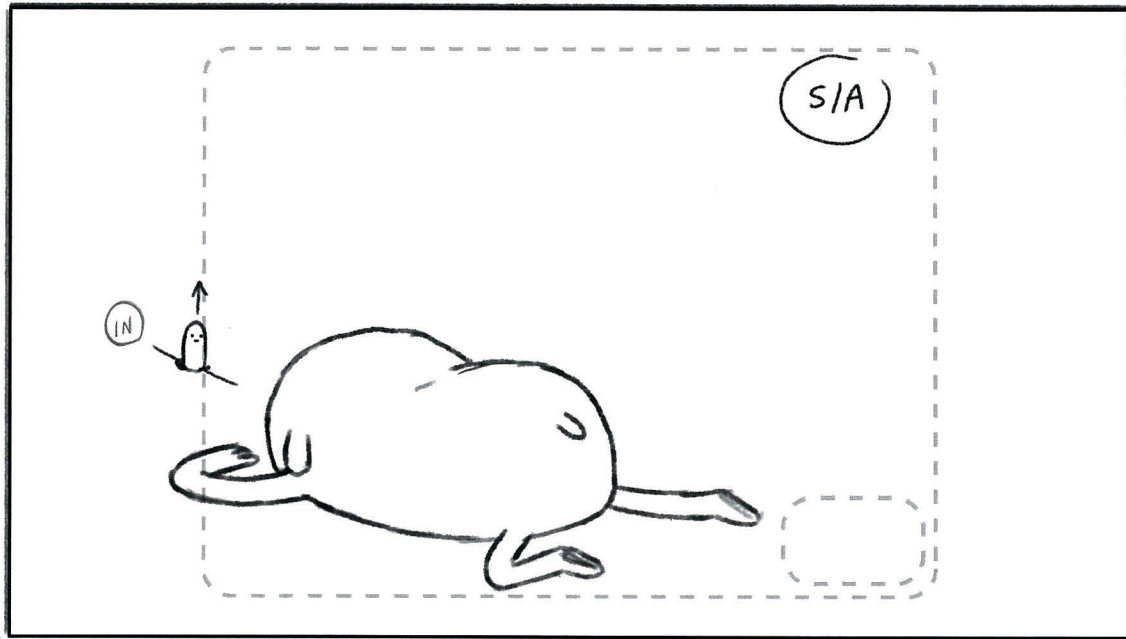
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ADVENTURE TIME

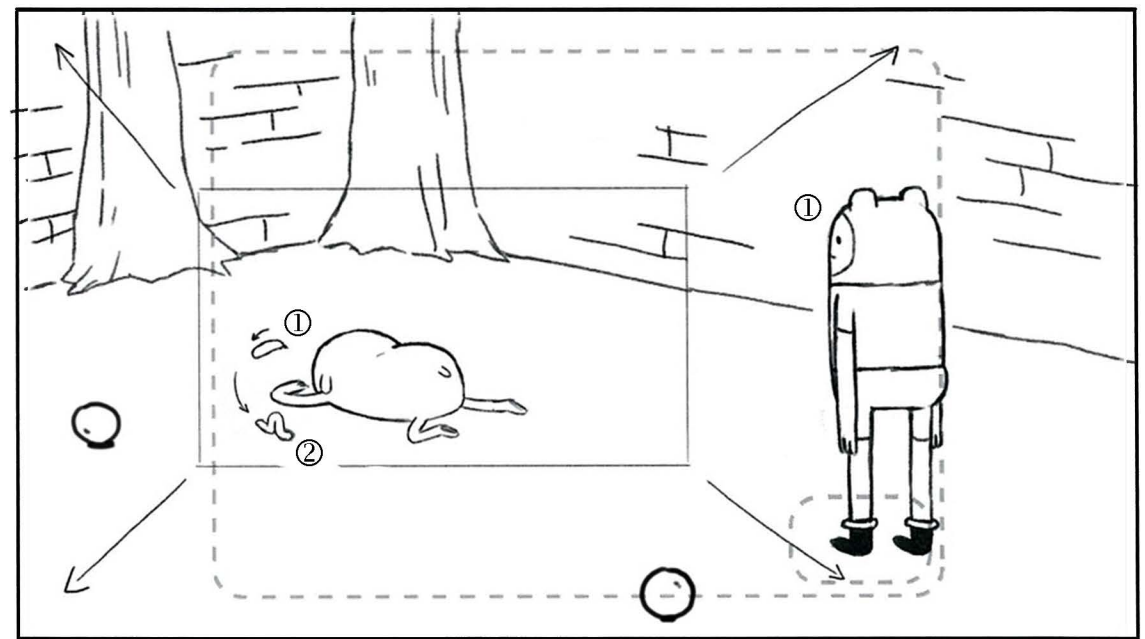


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Sc. 83 Pnl. B Bg. day night



Sc. 83 Pnl. C Bg. day night



Dialog:

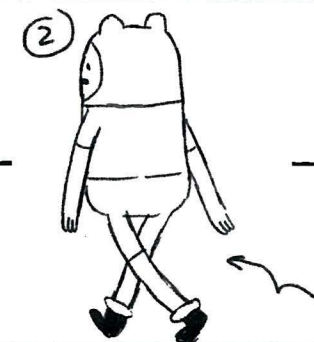
F/... SORRY, MAN
J/* GRUNT*

Action:

- SHELBY POPS UP THROUGH
KNOT IN FLOOR

- TRUCK OUT TO INCLUDE F. (2)
- F. WALKS FORWARD
- SHELBY WORMS FORWARD.

Timing:



1034-207

EPISODE #

STOP

Production :

ADVENTURE TIME



82

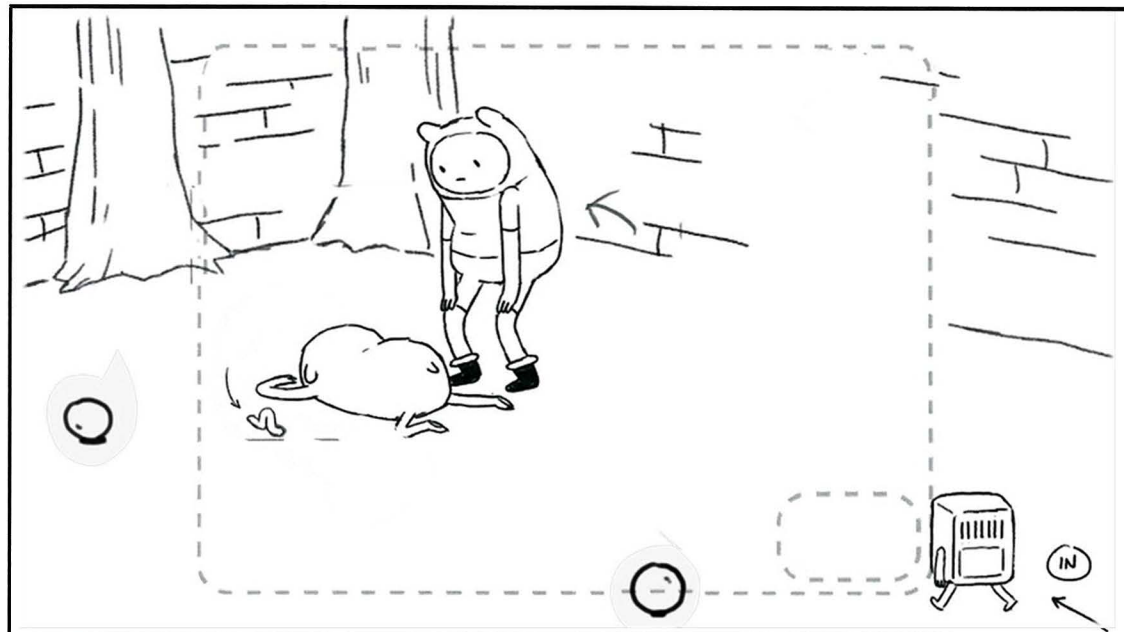
Page _____

Sc. 83

Pnl. D

Bg.

day night

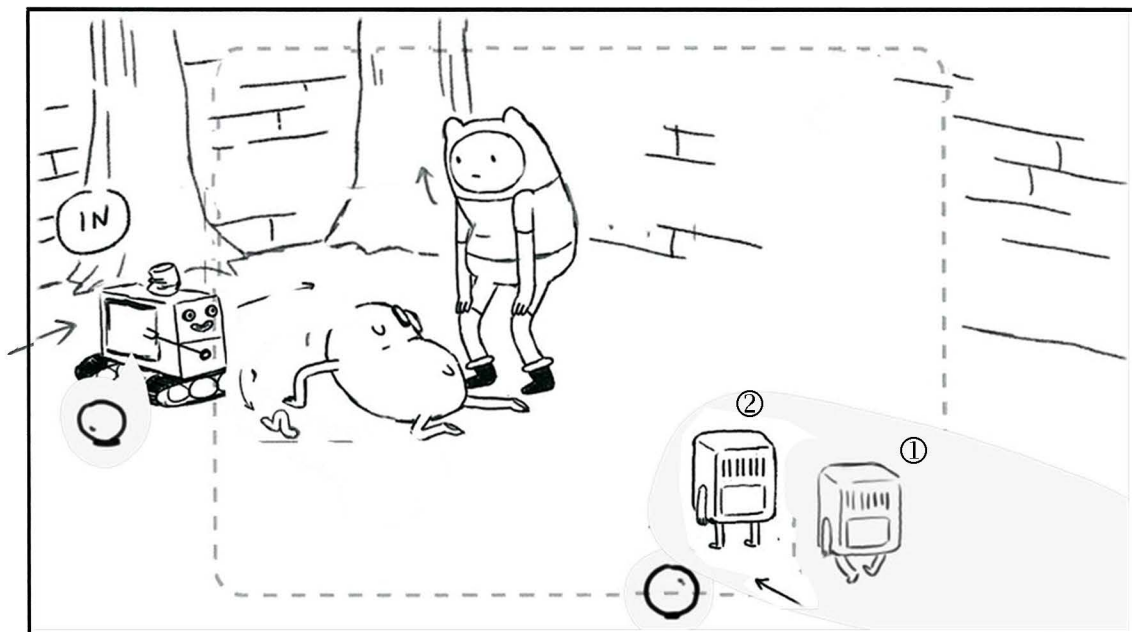


Sc. 83

Pnl. E

Bg.

day night



Dialog:

N/ DID SOMEONE SAY "FAMILY MEETING"?

Action:

-FB WALKS ON/S,

-NEPTR SPEEDS ON/S

Timing:

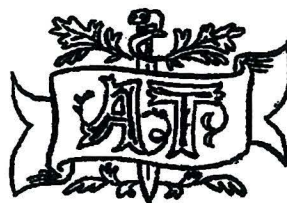
1034-207

EPISODE #

Production :

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ADVENTURE TIME



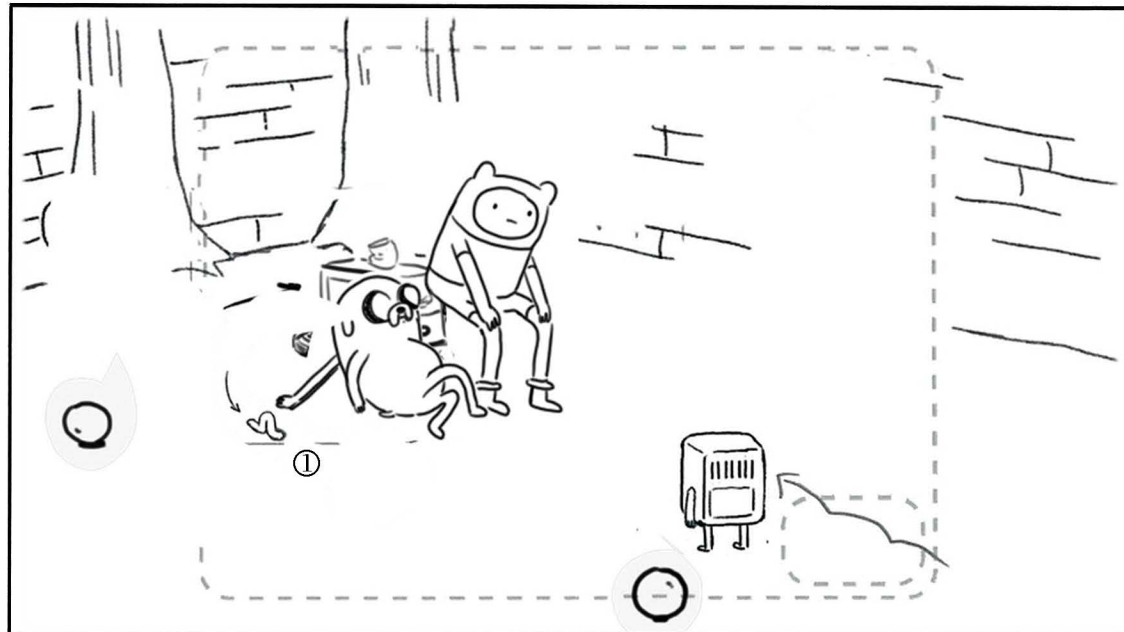
Page 83

Sc. 83

Pnl. F

Bg.

day night

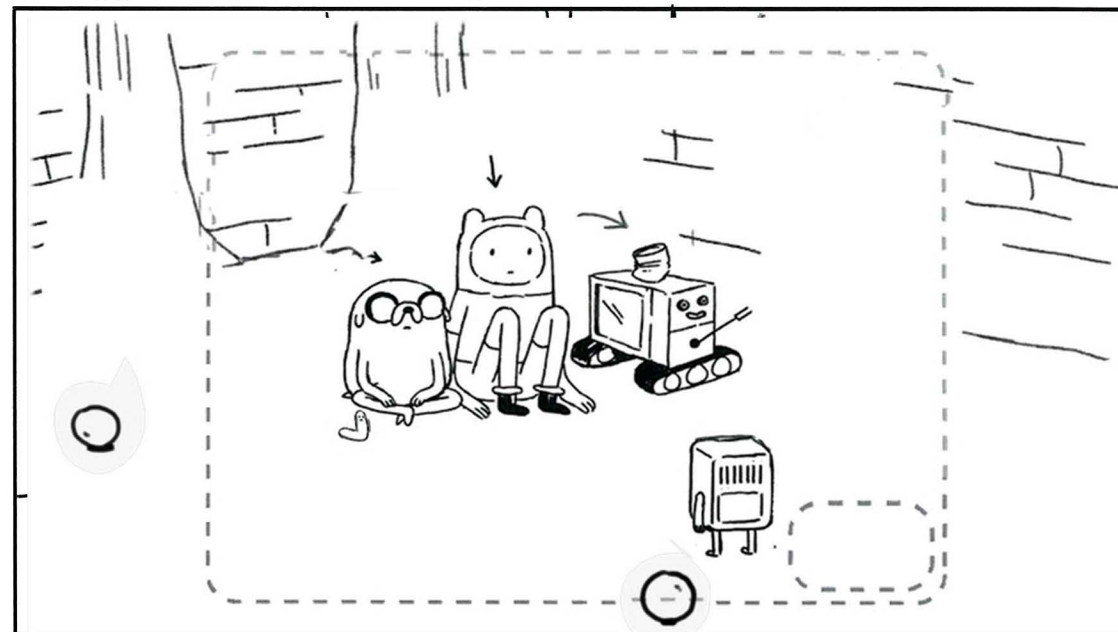


Sc. 83

Pnl. G

Bg.

day night



Dialog:

Action:

- F+J SIT
- NEPTR ROLLS AROUND FINN.

Timing:



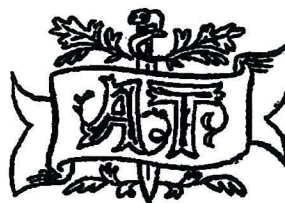
1034-207

EPISODE #

Production :

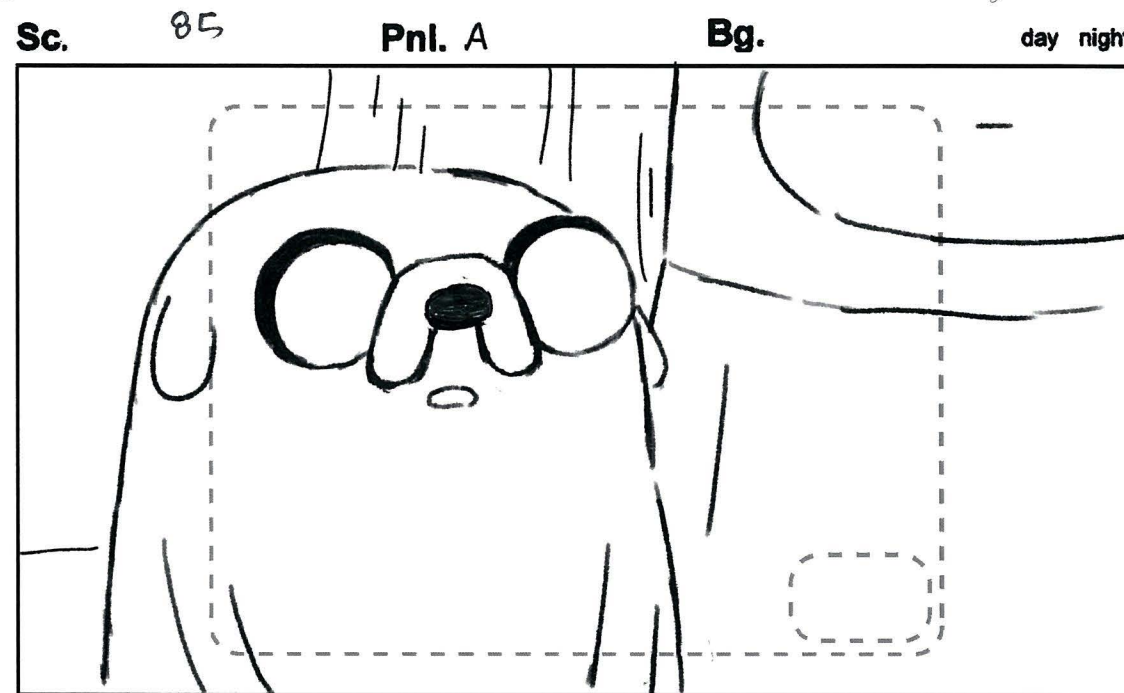
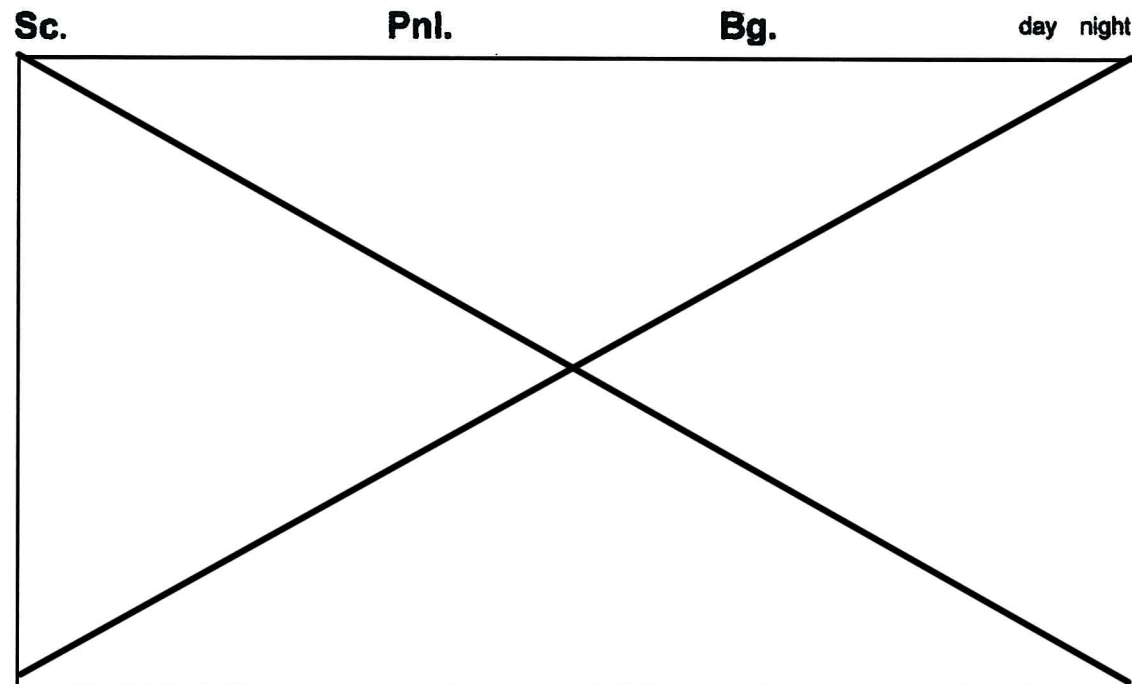
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ADVENTURE TIME



No Sc84

Page 83A



Dialog:

J/ WHAT'S UP, BMO?

Action:

Timing:

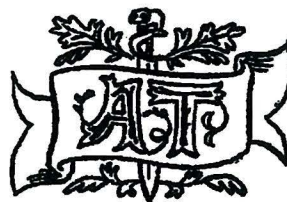
1034-207

EPISODE #

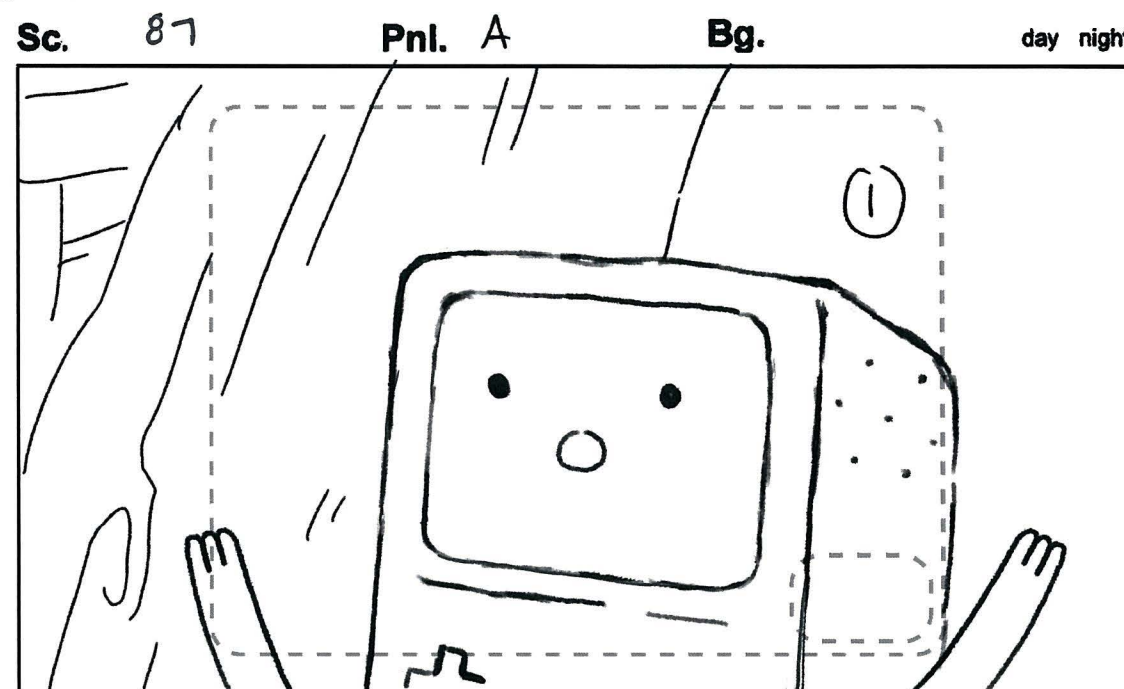
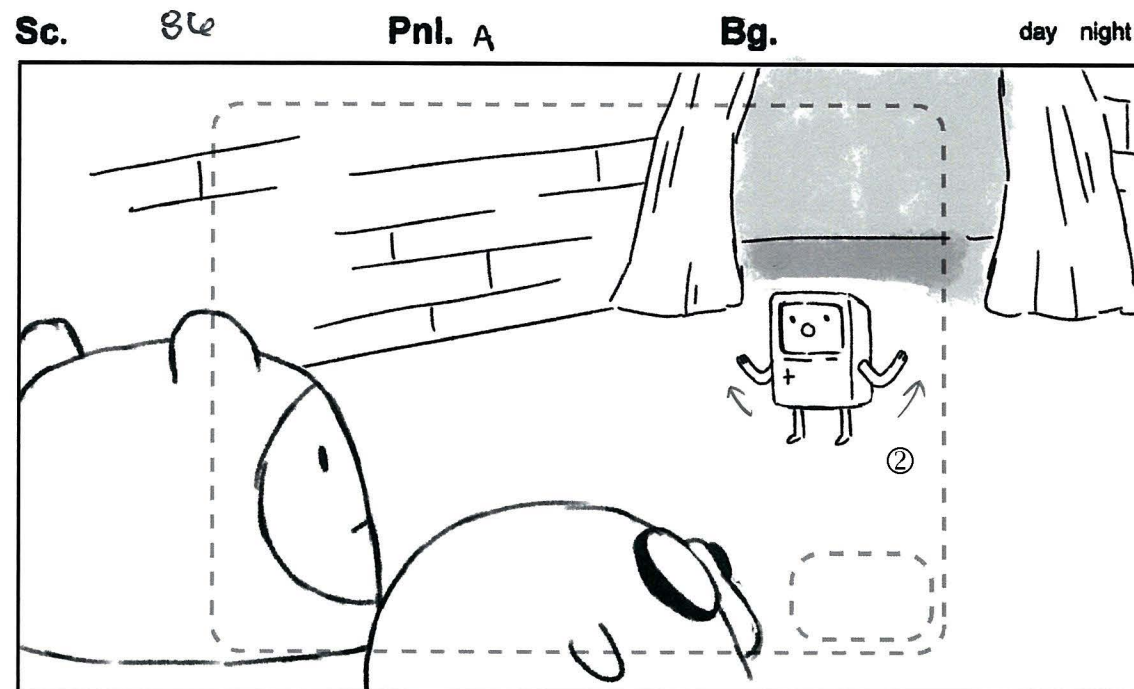
Production :

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ADVENTURE TIME



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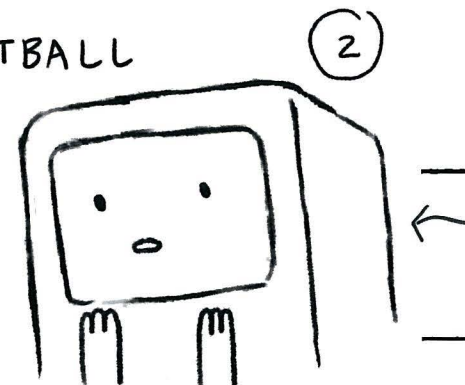
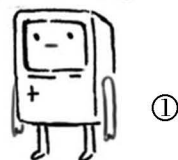
Dialog:

FB/ NO! I AM NOT BMO.

FB/ I... AM FOOTBALL

Action:

Timing:



1034-207

EPISODE #

Production :

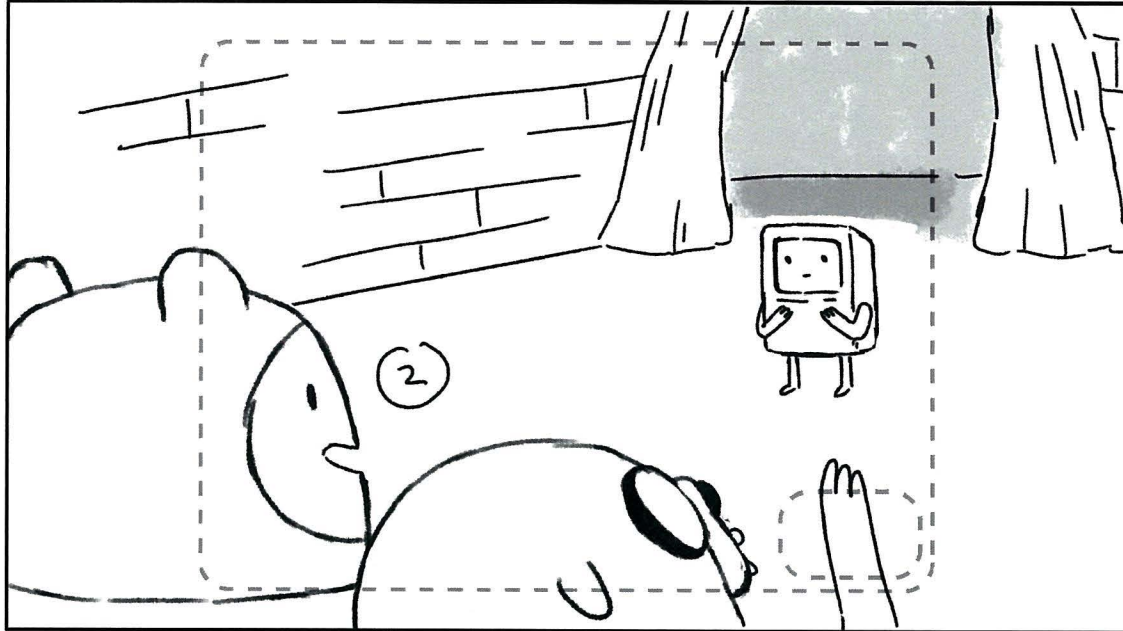
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ADVENTURE TIME

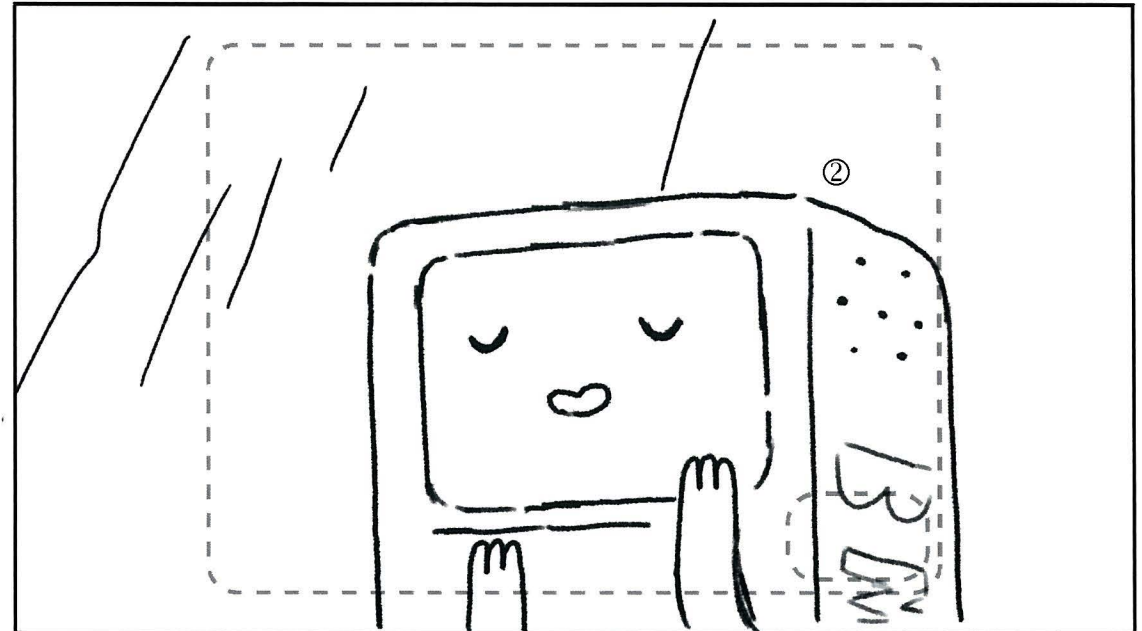


Page 85

Sc. 88 Pnl. A Bg. day night



Sc. 89 Pnl. A Bg. day night

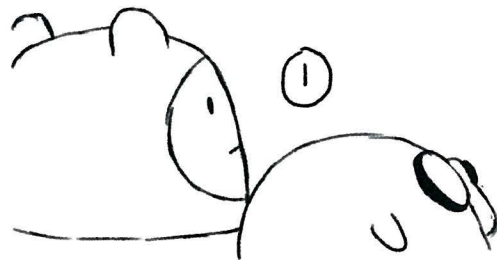


Dialog:

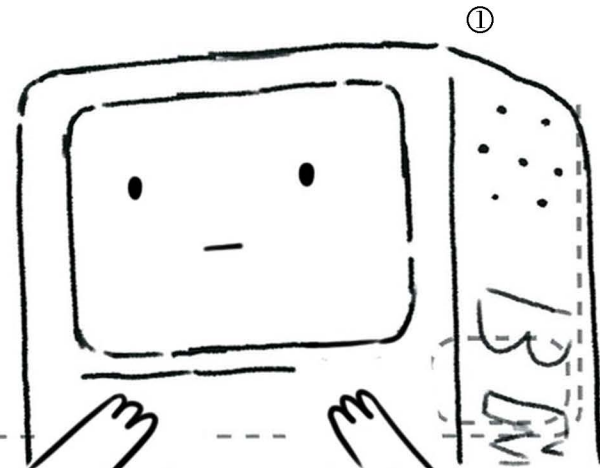
F/ OH YEAH
J/ HI FOOTBALL

FB/ YES HELLO

Action:



Timing:

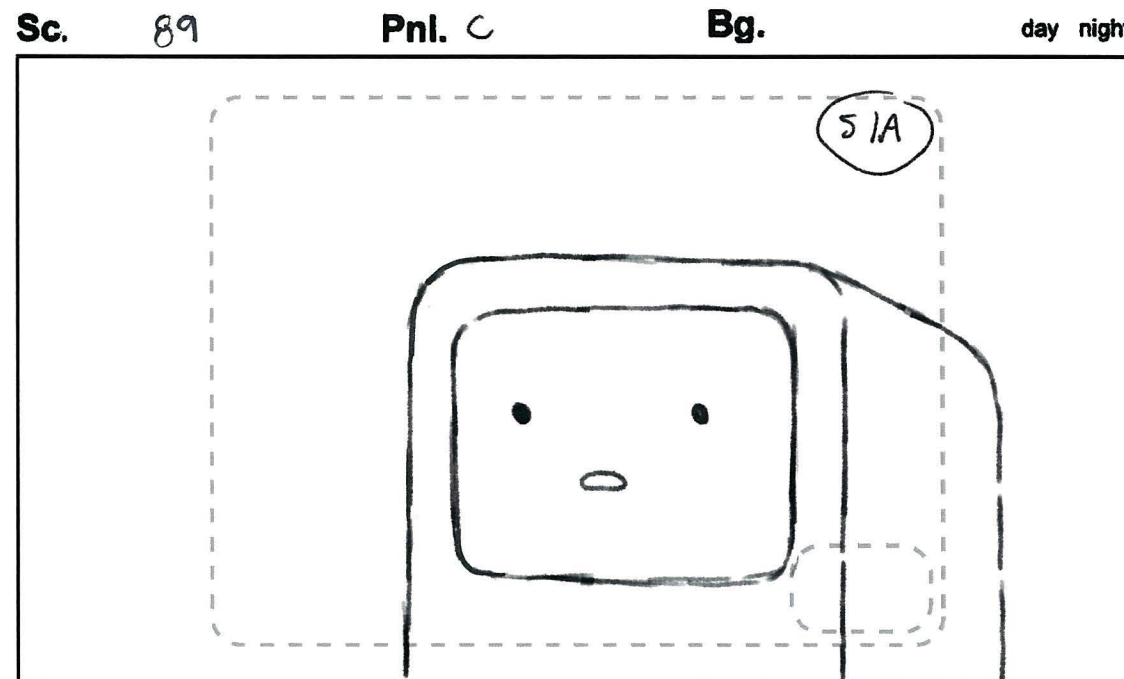
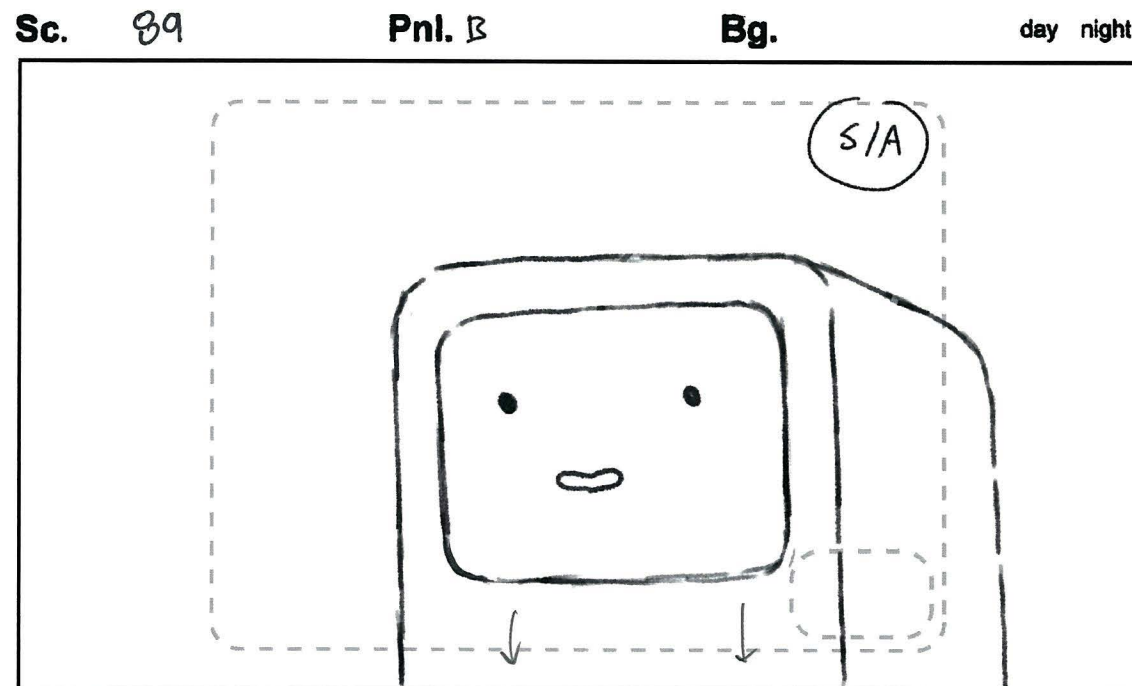
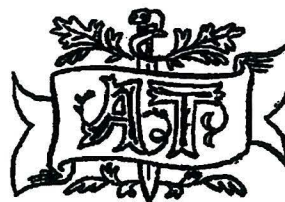


1034-207

EPISODE #

Production :

ADVENTURE TIME



Dialog:

FB/ I AM HERE AND I
AM FOOTBALL.

FB/ AND I WILL ALWAYS BE FOOTBALL

Action:

Timing:

1034-207

EPISODE #

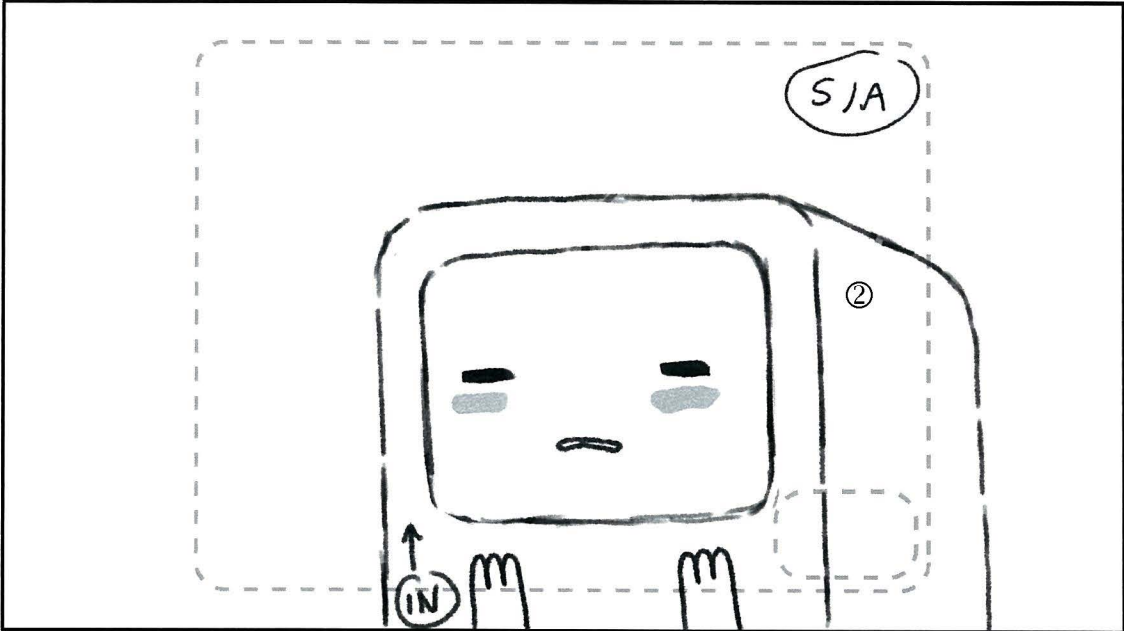
Production :

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ADVENTURE TIME



Sc. 89 Pnl. D Bg. day night

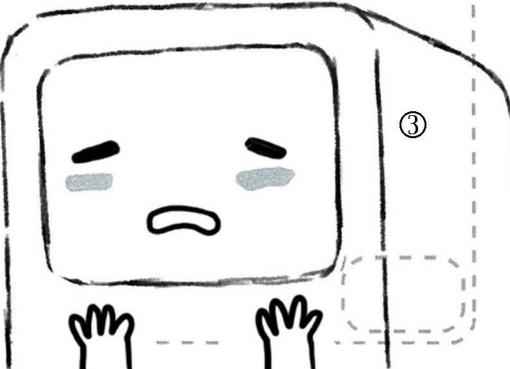
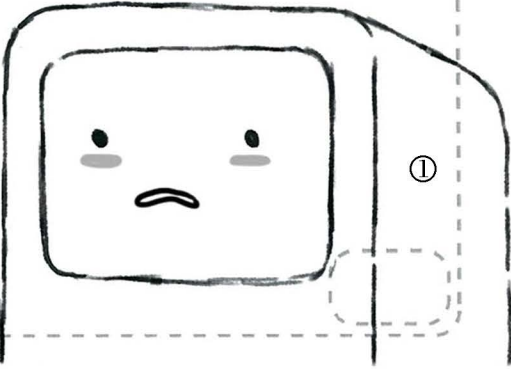


Sc. 89 Pnl. E Bg. day night



Dialog:
FB/(VOICE WAVING) BECAUSE BMO
TOLD ME... TO TELL YOU... THAT
HE HAS GONE AWAY...
FB / FOREVER

Action
Timing
FB ALL CHOKED UP



EPISODE # 1034-207
Production :

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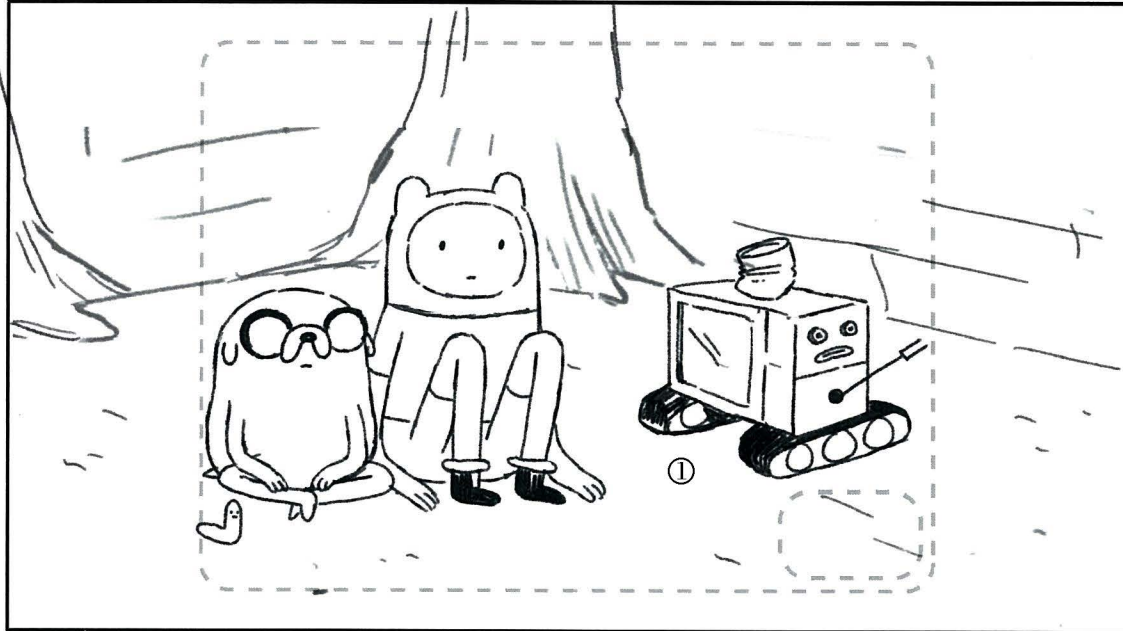
ADVENTURE TIME



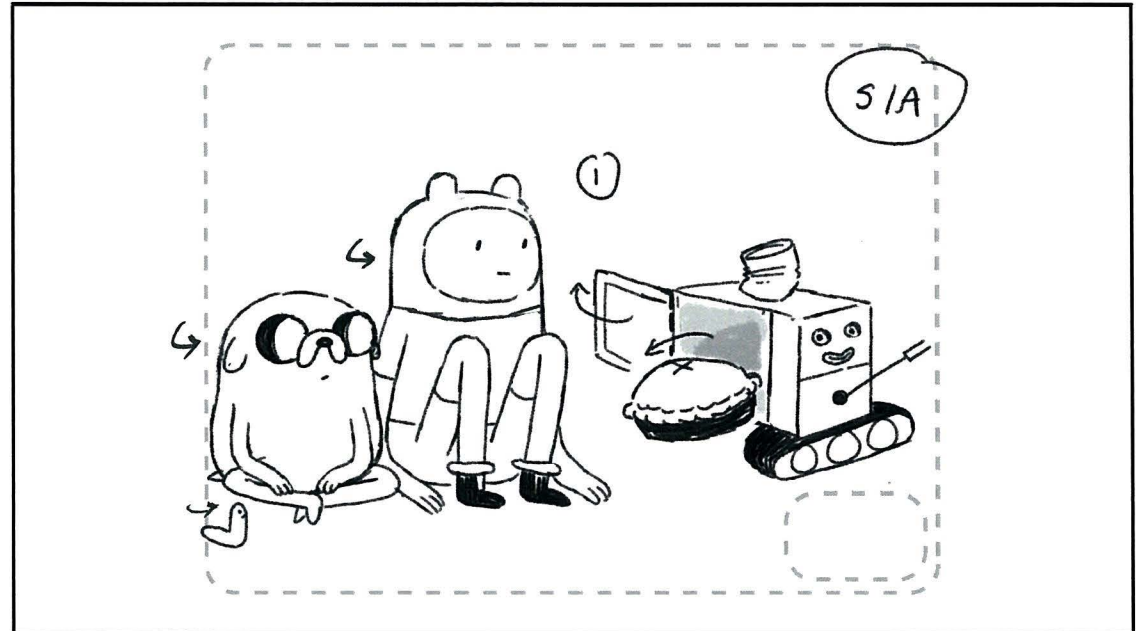
88

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Sc. 90 Pnl. A Bg. day night



Sc. 90 Pnl. B Bg. day night



Dialog:

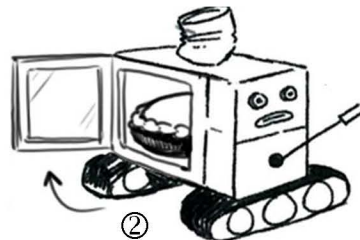
FB / (O/S) * QUIET SNIFFLING *

SFX / * DING *

Action:

- PIE PLOPS OUT OF NEPTR.
- THEY SMILE AT PIE.

Timing:

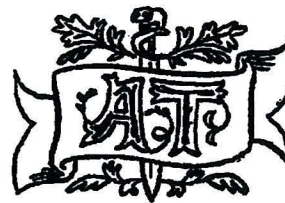


1034-207

EPISODE #

Production :

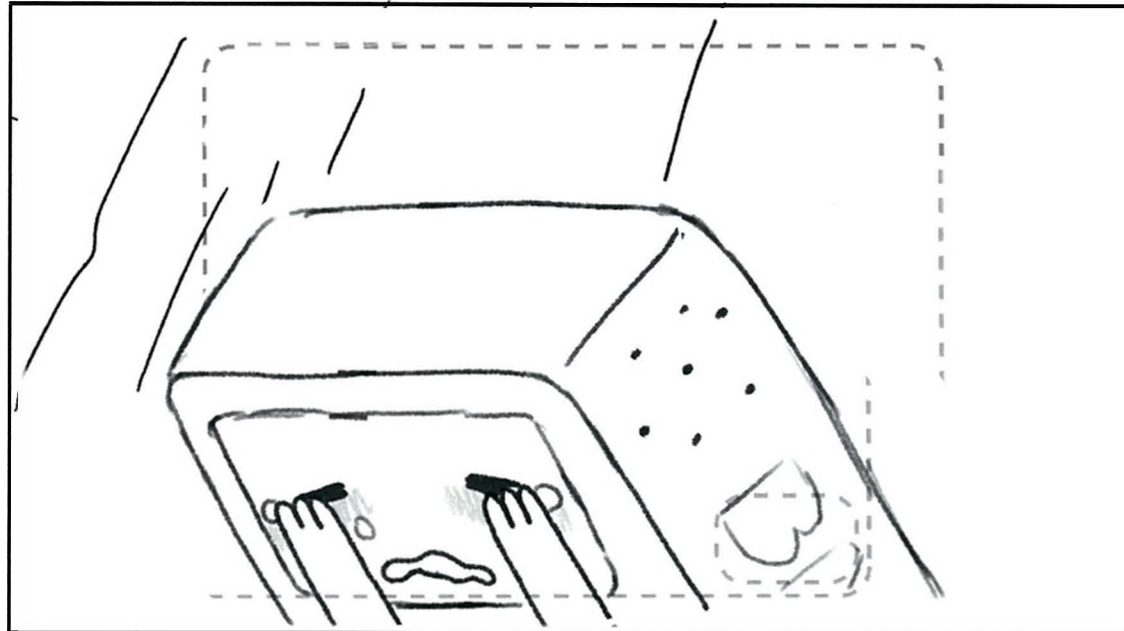
ADVENTURE TIME



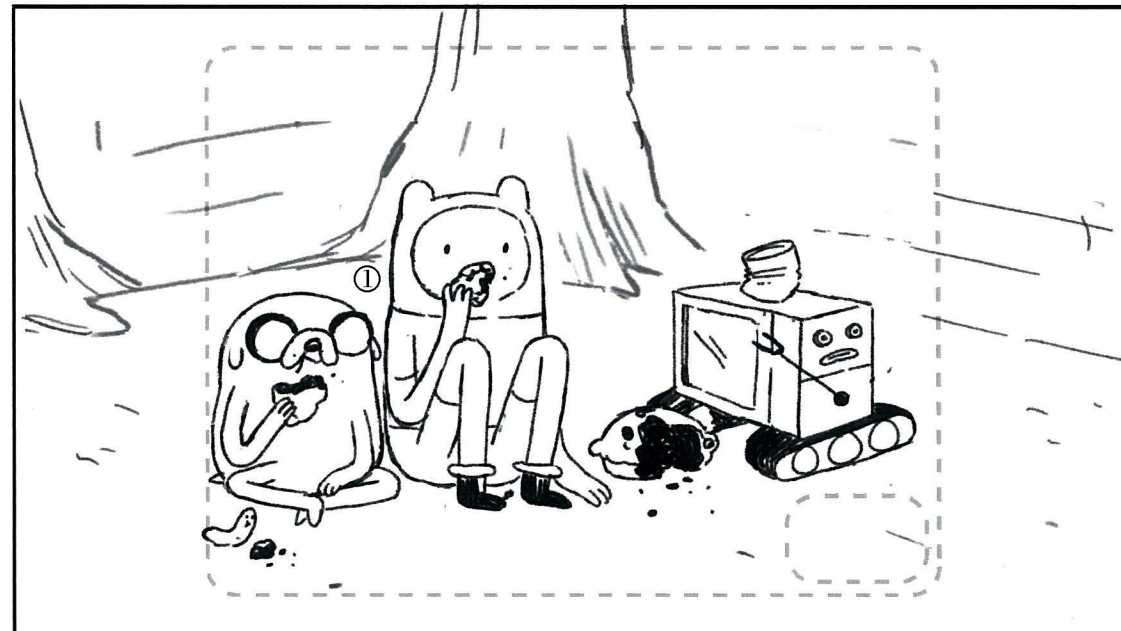
89

Page

Sc. 91 Pnl. A Bg. day night



Sc. 92 Pnl. A Bg. day night



Dialog:

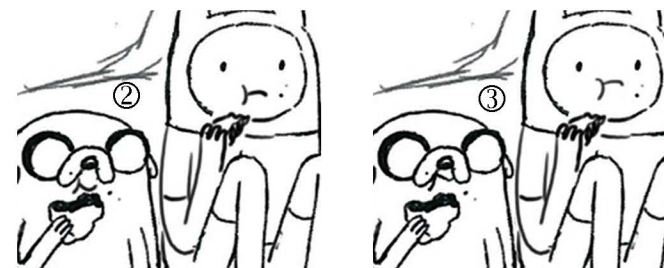
FB/ * GENTLE BREATHY CRYING *
BMO...

FB: (9/5) "TAKE MY PLACE,
FOOTBALL" IS WHAT
HE SAID ...

Action:

- F, J, + SHELBY EAT PIE.

Timing:



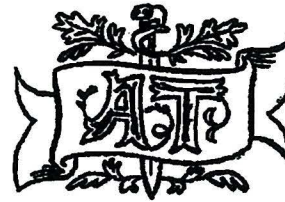
1034-207

EPISODE #

Production :

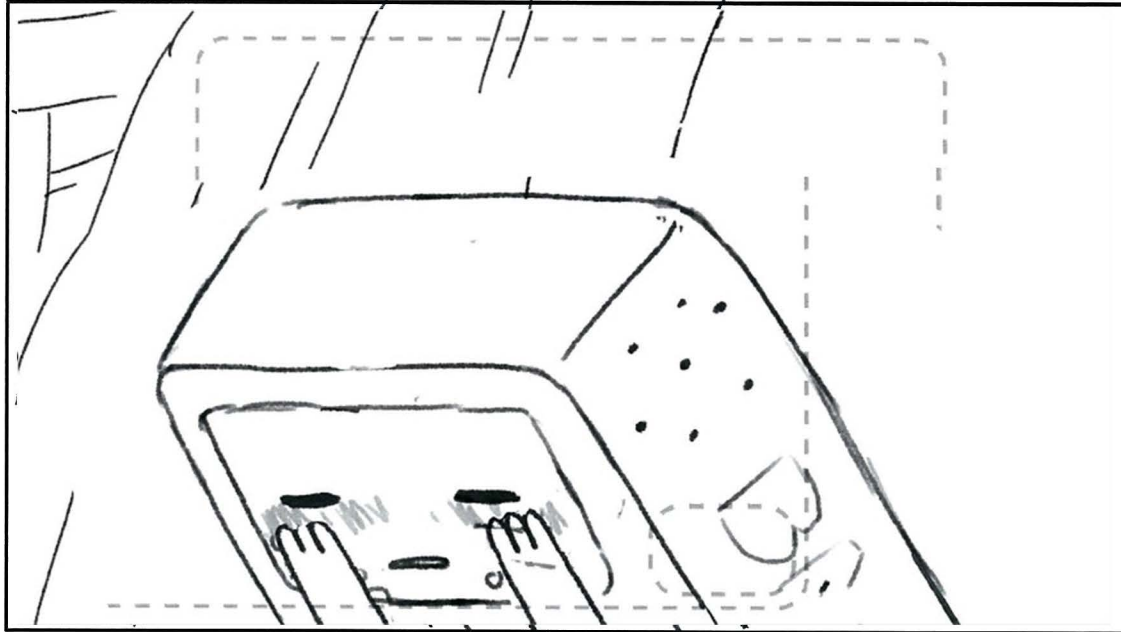
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ADVENTURE TIME

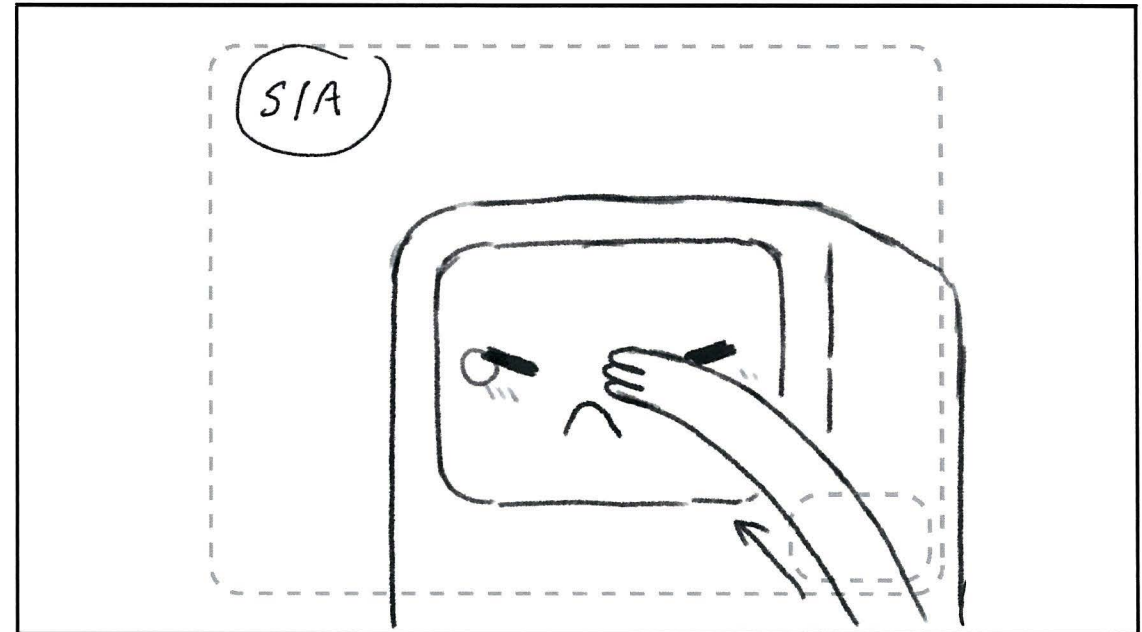


Page 90

Sc. 93 Pnl. A Bg. day night



Sc. 93 Pnl. B Bg. day night



Dialog:

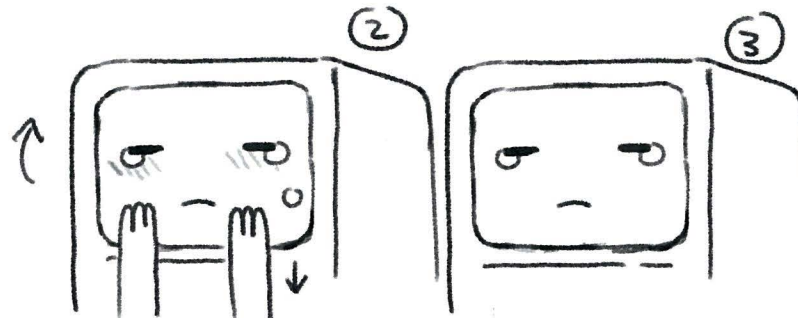
FB/ ... IT WAS SUCH A HARD
— DECISION FOR HIM TO MAKE

FB/ SNIFF!

Action:

— FB WIPES TEAR

Timing:

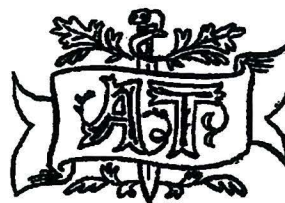


1034-207

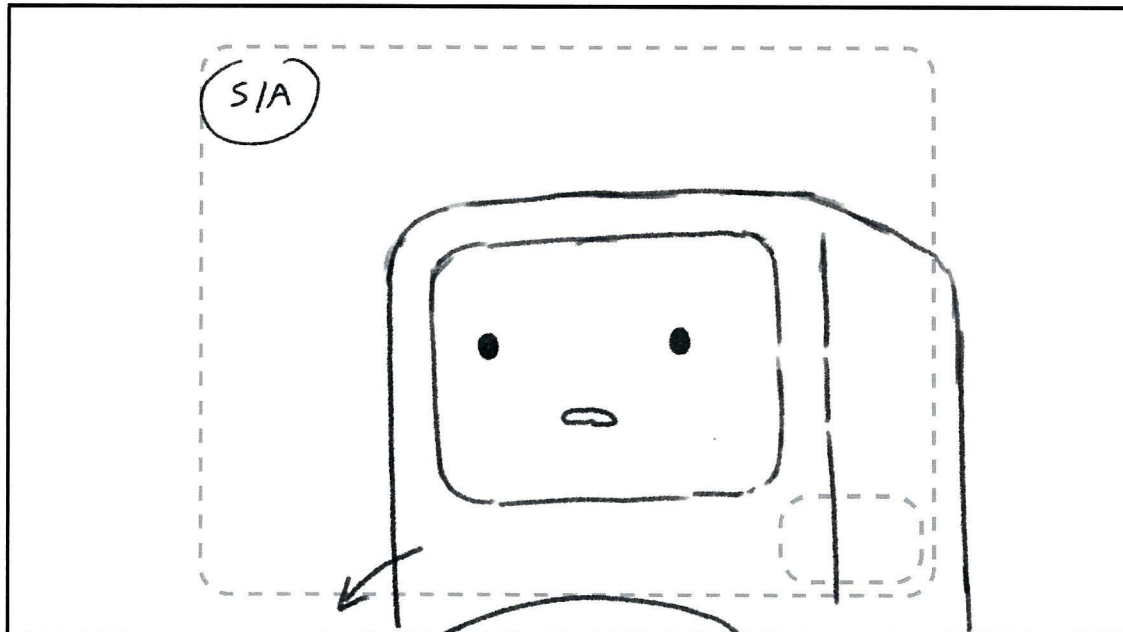
EPISODE #

Production :

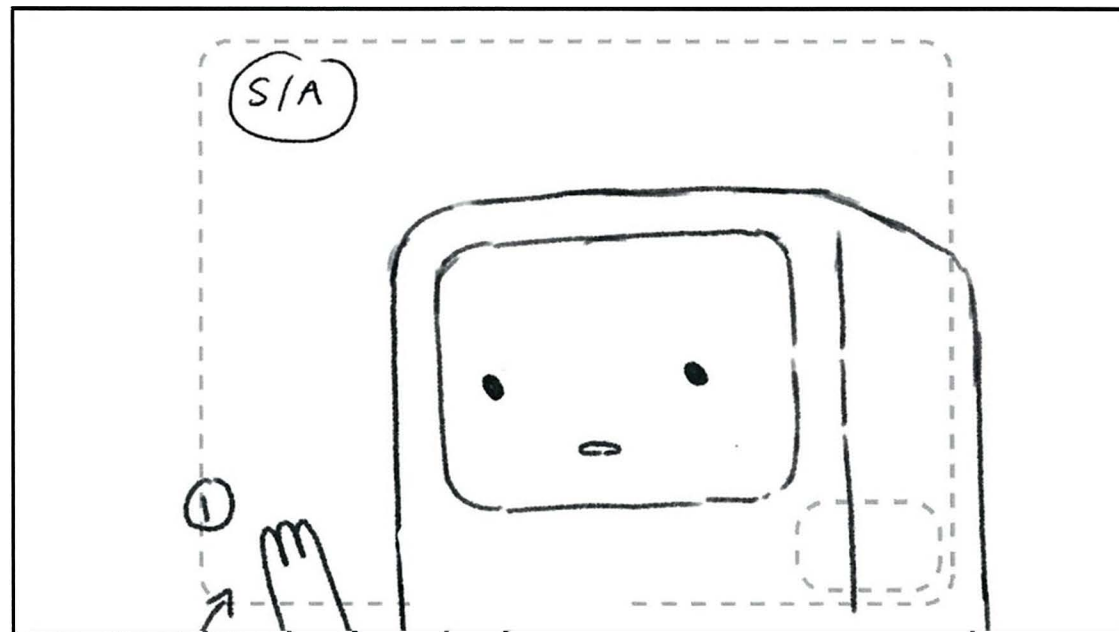
ADVENTURE TIME



Sc. 93 Pnl. C Bg. day night



Sc. 93 Pnl. D Bg. day night



Dialog:

FB/ HE SAYS FOR YOU GUYS TO TREAT
HER —

FB/ I MEAN ME —

Action:

- FB PATS SELF

Timing:

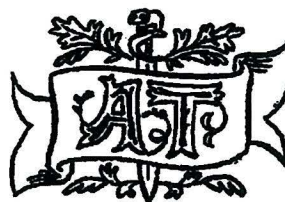


1034-207

EPISODE #

Production :

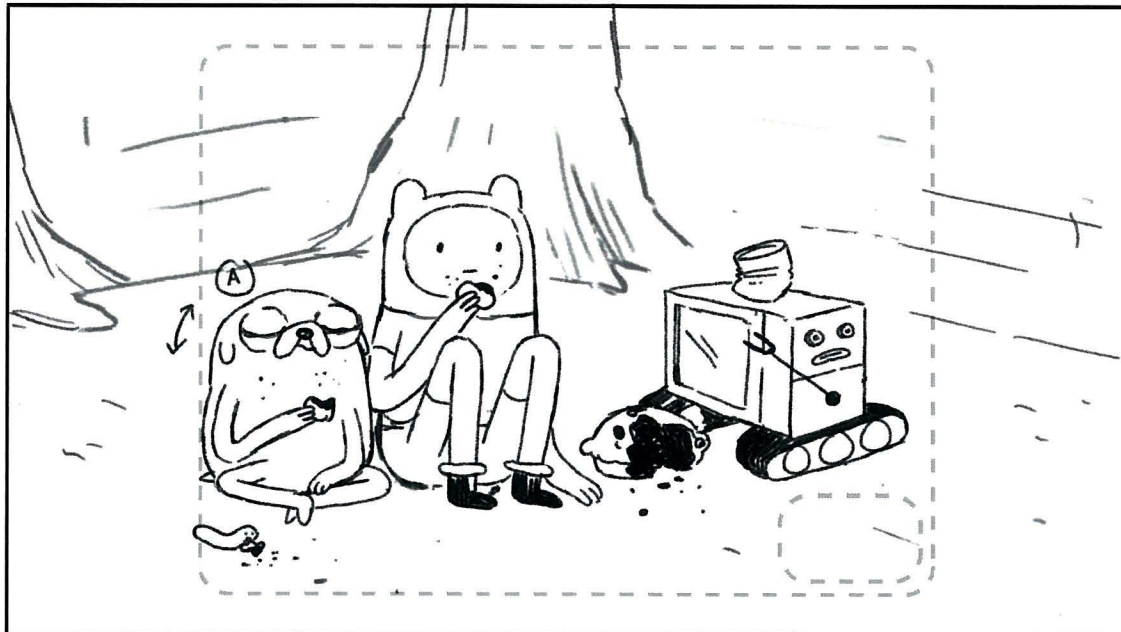
ADVENTURE TIME



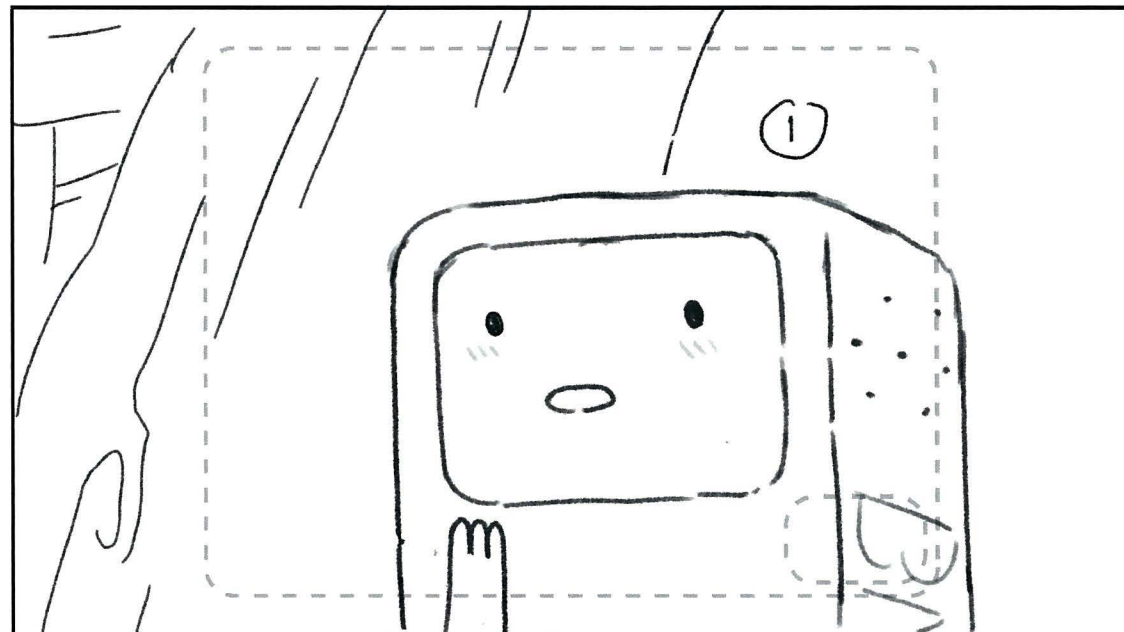
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Page _____

Sc. 94 Pnl. A Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog:

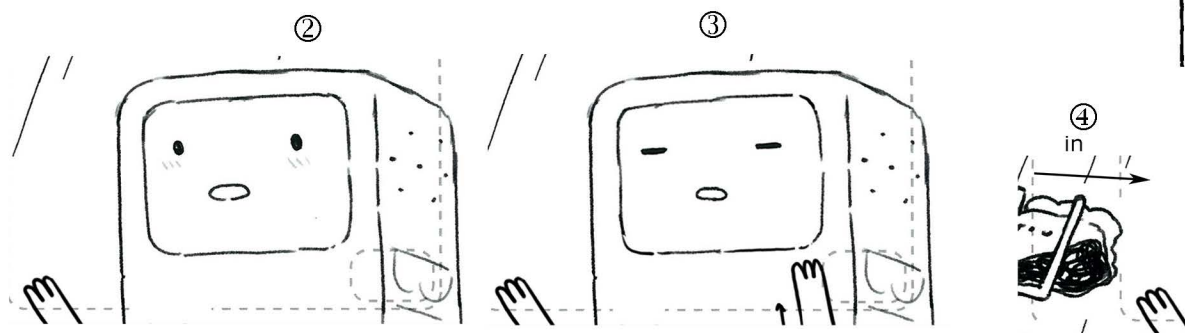
FB/AS NICE AS YOU TREATED...
HIM...^②BMO.

Action:



- J NODS IN
ACKNOWLEDGEMENT (ABAB)

Timing:



1034-207

EPISODE #

Production :

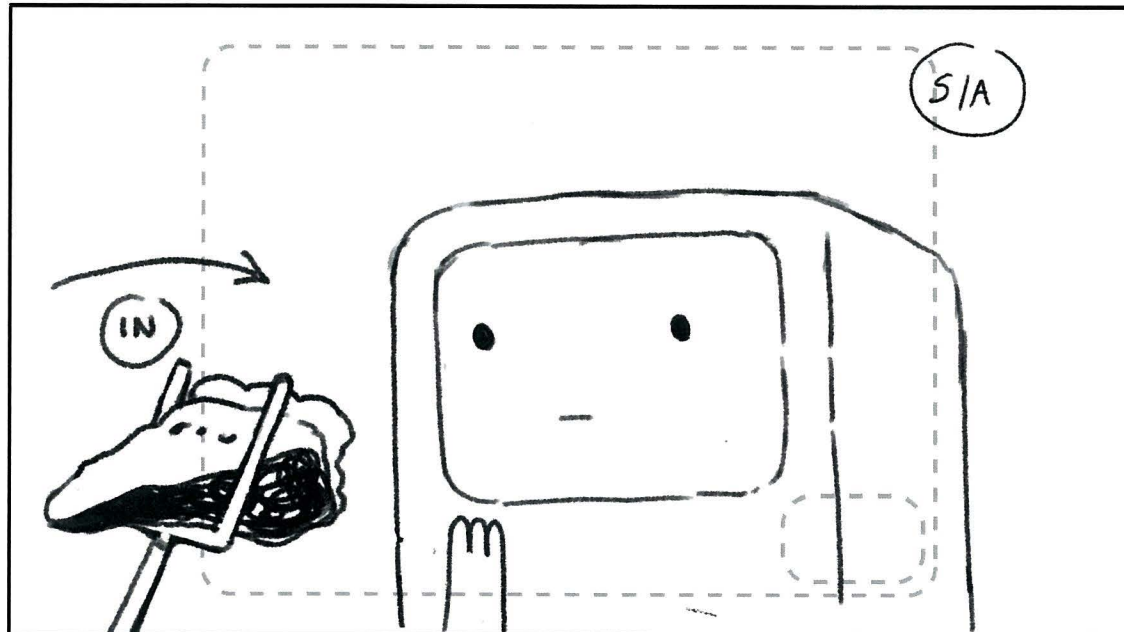
ADVENTURE TIME



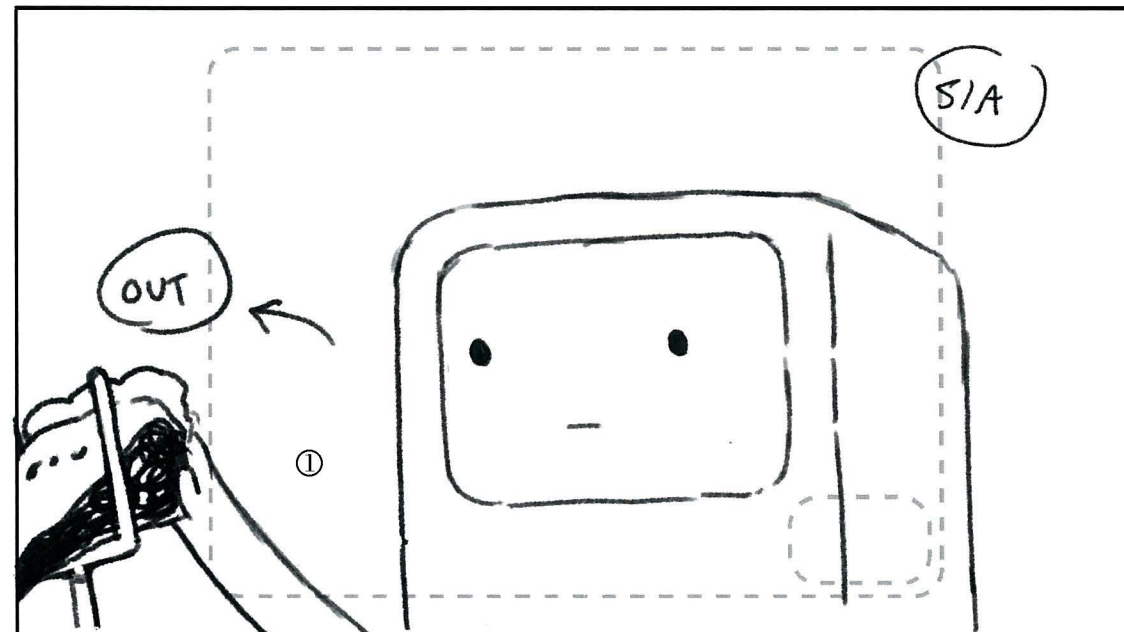
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Page _____

Sc. 95 Pnl. B Bg. day night



Sc. 95 Pnl. C Bg. day night



Dialog:

SFX: * VRRR *

Action:

NEPTR HANDS PIE TO FB

FB PUSHES PIE AWAY

Timing:

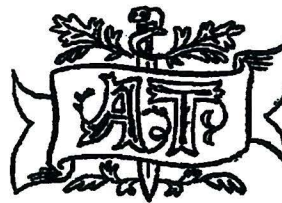


1034-207

EPISODE #

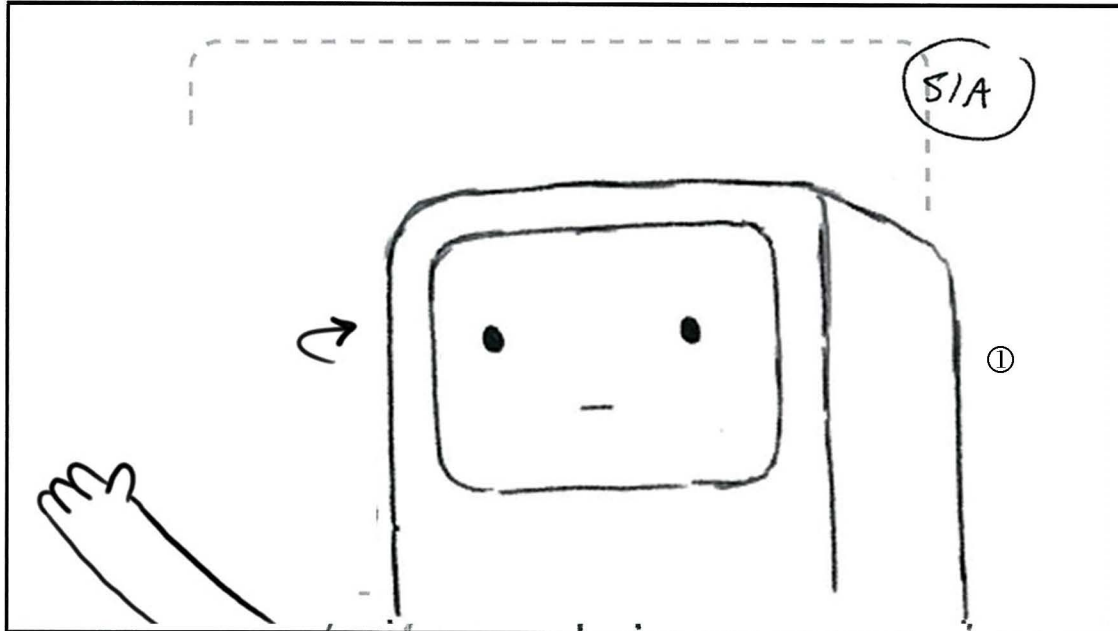
Production :

ADVENTURE TIME

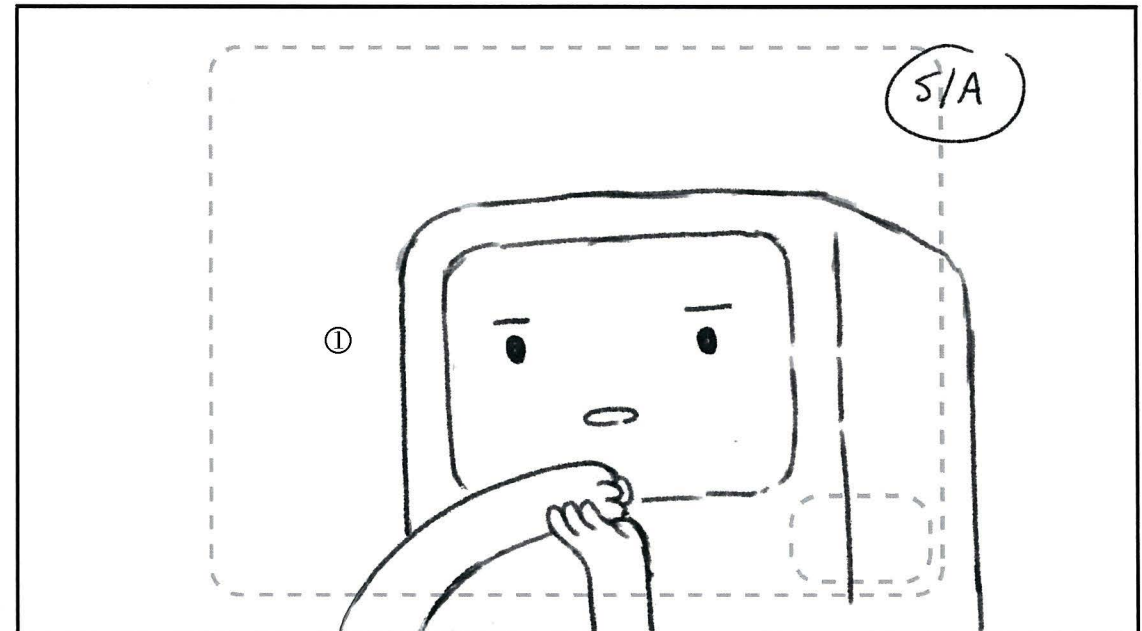


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Sc. 95 Pnl. D Bg. day night



Sc. 95 Pnl. E Bg. day night



Dialog:

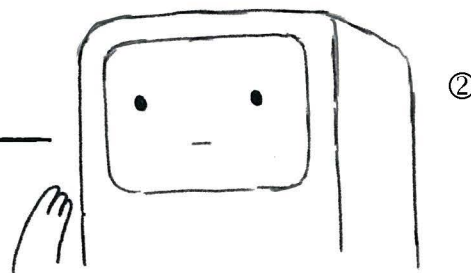
FB/ WE ALL NEED TO STAY STRONG

FB/ - AND THE BEST THING EVERYONE
CAN DO IS FORGET ABOUT HIM

Action:

- FB PUTS
FIST INTO PALM

Timing:



1034-207

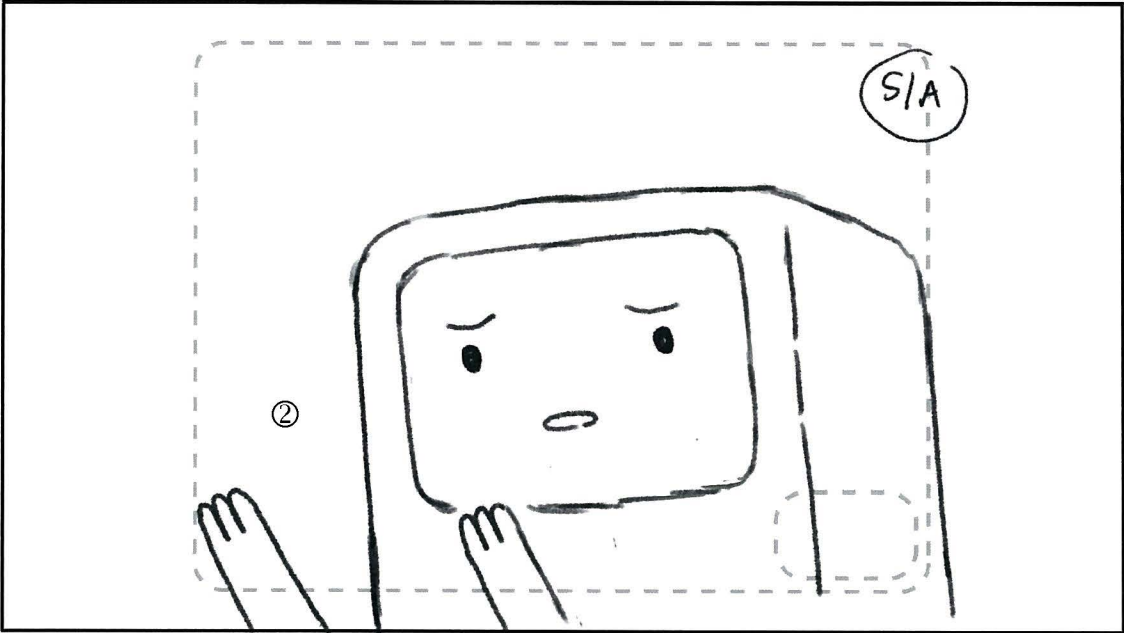
EPISODE #

Production :

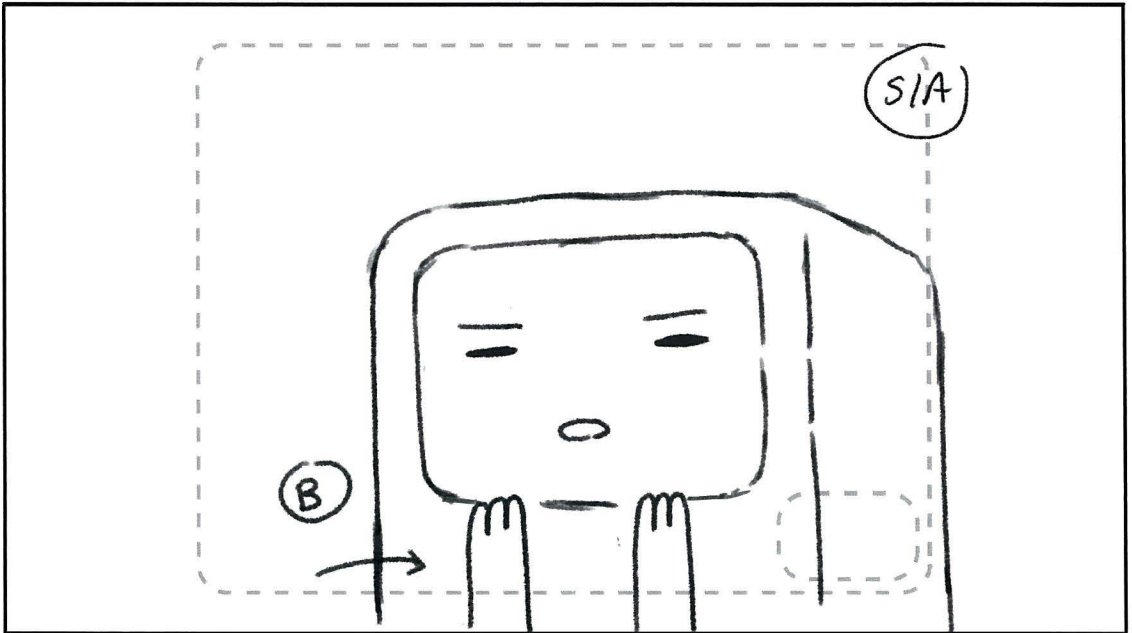
ADVENTURE TIME



Sc. 95 Pnl. F Bg. day night

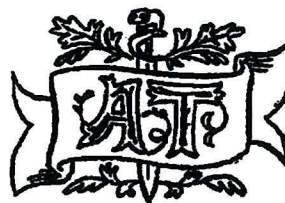


Sc. 95 Pnl. G Bg. day night



Dialog:	FB / REMEMBER - IF YOU GUYS MISS BMO	FB / I MISS HIM MORE
Action:		FB PATS SELF (AB AB)
Timing:		

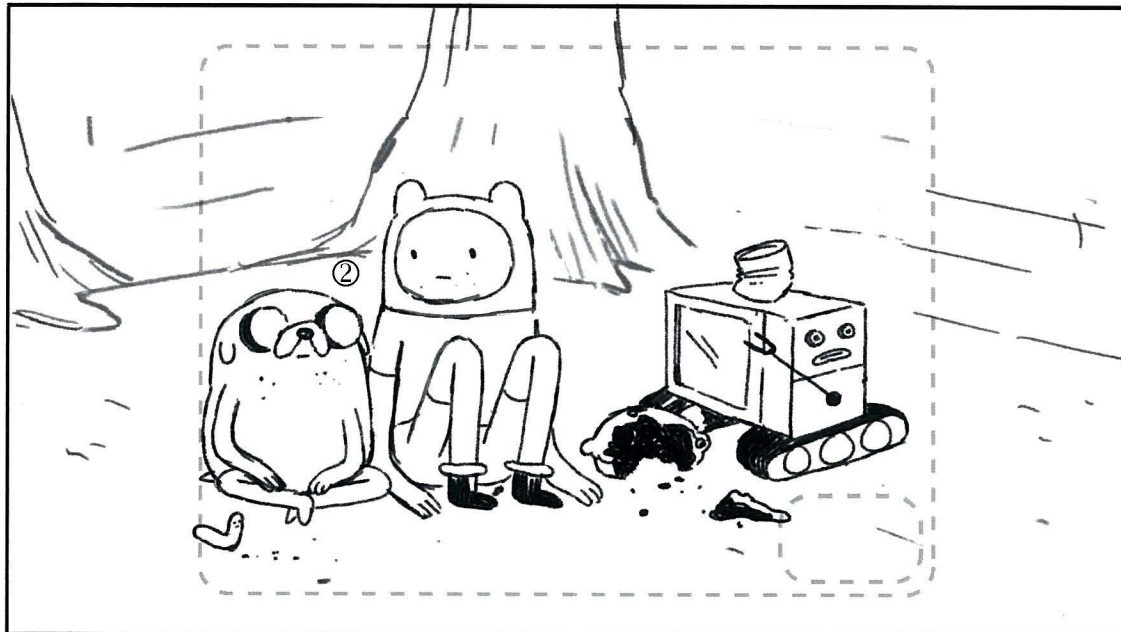
ADVENTURE TIME



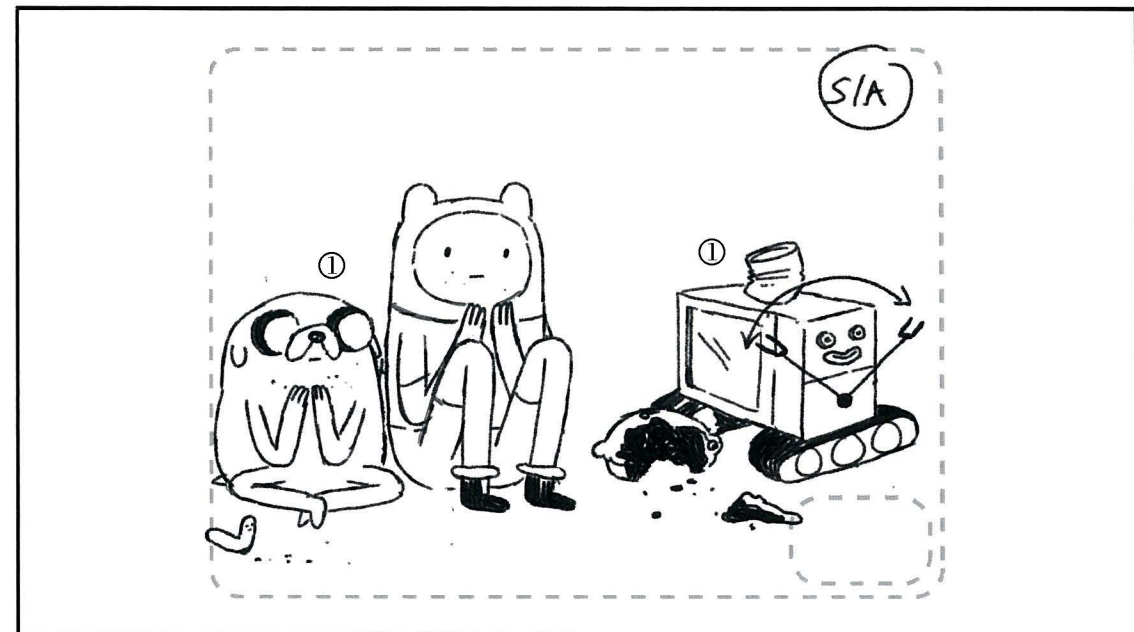
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Page

Sc. 96 Pnl. A Bg. day night



Sc. 96 Pnl. B Bg. day night



Dialog:

SFX: * CLAPPING *

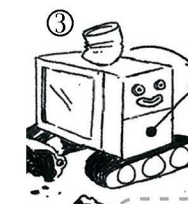
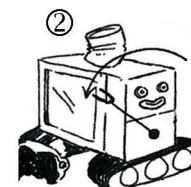
Action:

- F+J LOOK
AT EACH OTHER BEAT

F+J CLAP

NEPTR WAVES ARM

Timing:



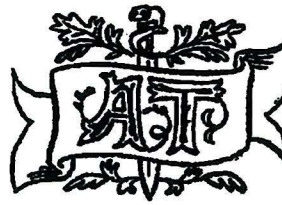
Production :

EPISODE #

1034-207

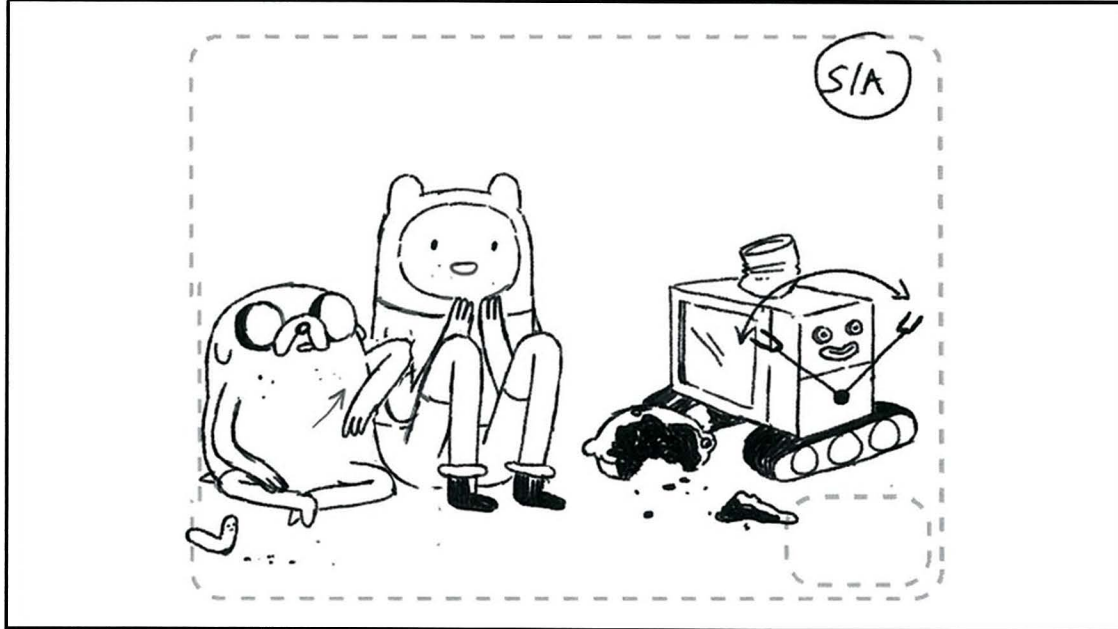
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ADVENTURE TIME

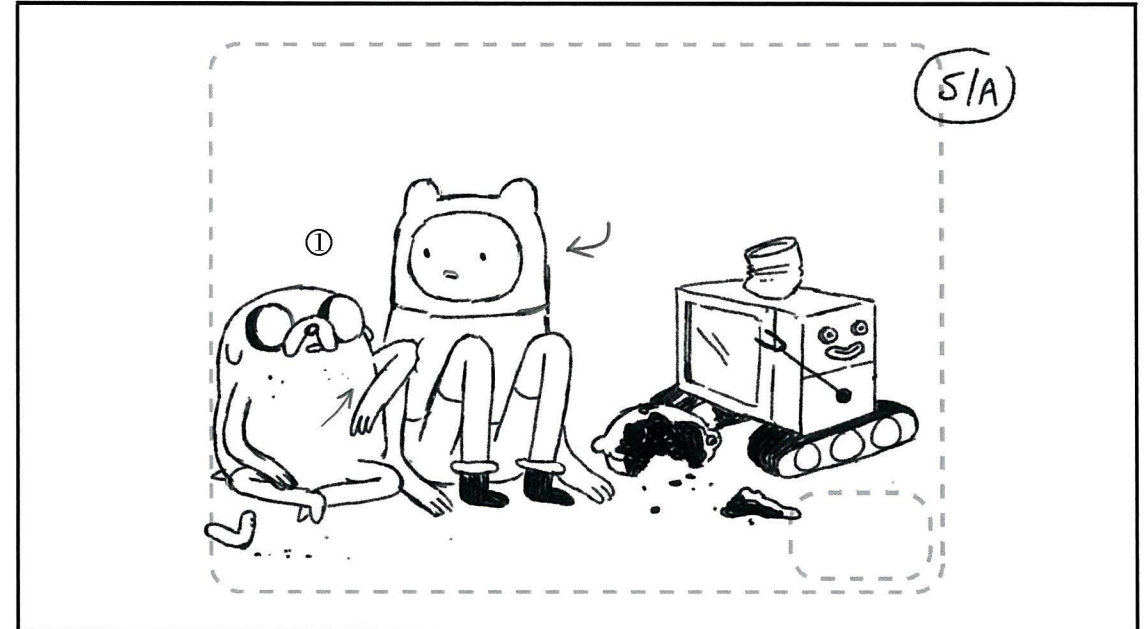


Page 97

Sc. 96 Pnl. c Bg. day night



Sc. 96 Pnl. d Bg. day night



Dialog:

F/ THAT'S GREAT, BMO

J / (QUIETLY) FOOTBALL

F/ (Quick) Oh right - Football.

Action:

- J ELBOWS F

Timing:



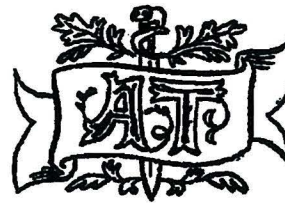
1034-207

EPISODE #

Production :

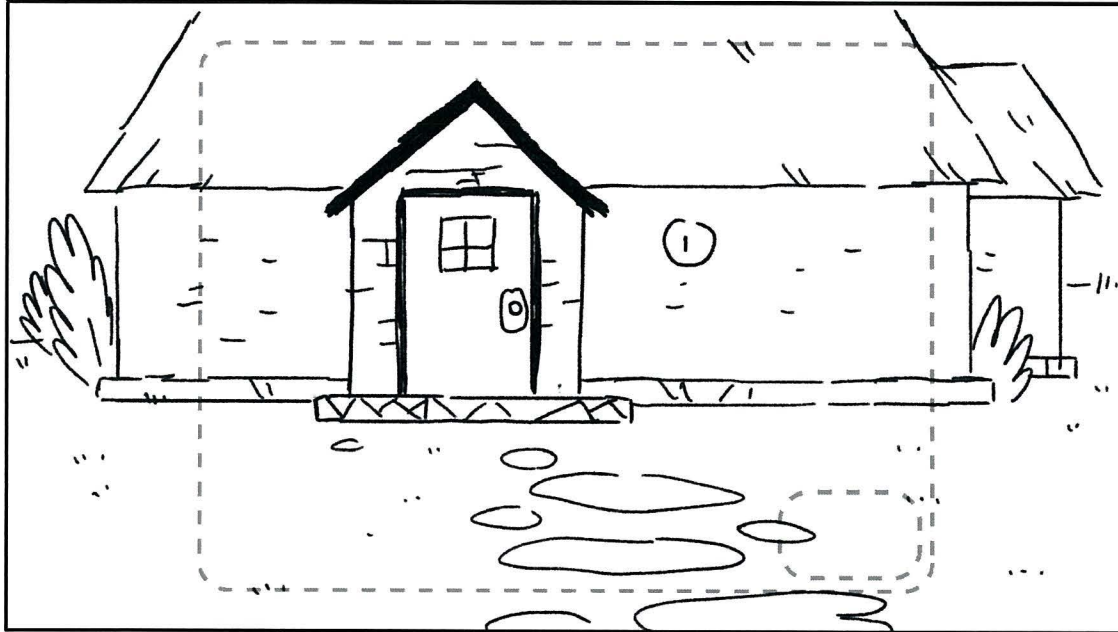
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ADVENTURE TIME



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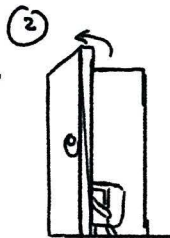
Sc. 97 Pnl. A Bg. day night



Dialog:

SFX: * CREAK *

Action:



FB COMES OUTSIDE

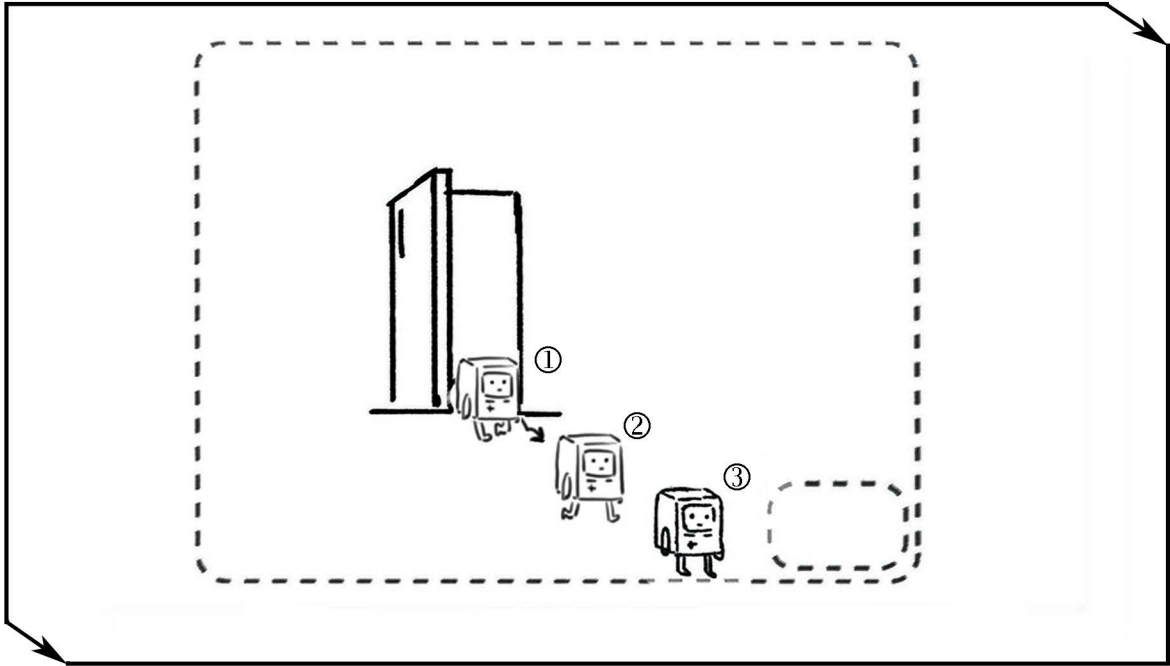
Timing:

Production : EPISODE # 1034-207

ADVENTURE TIME



Sc. 97 Pnl. B Bg. day night



Dialog:
Action: - FB WALKS INTO YARD.
Timing:

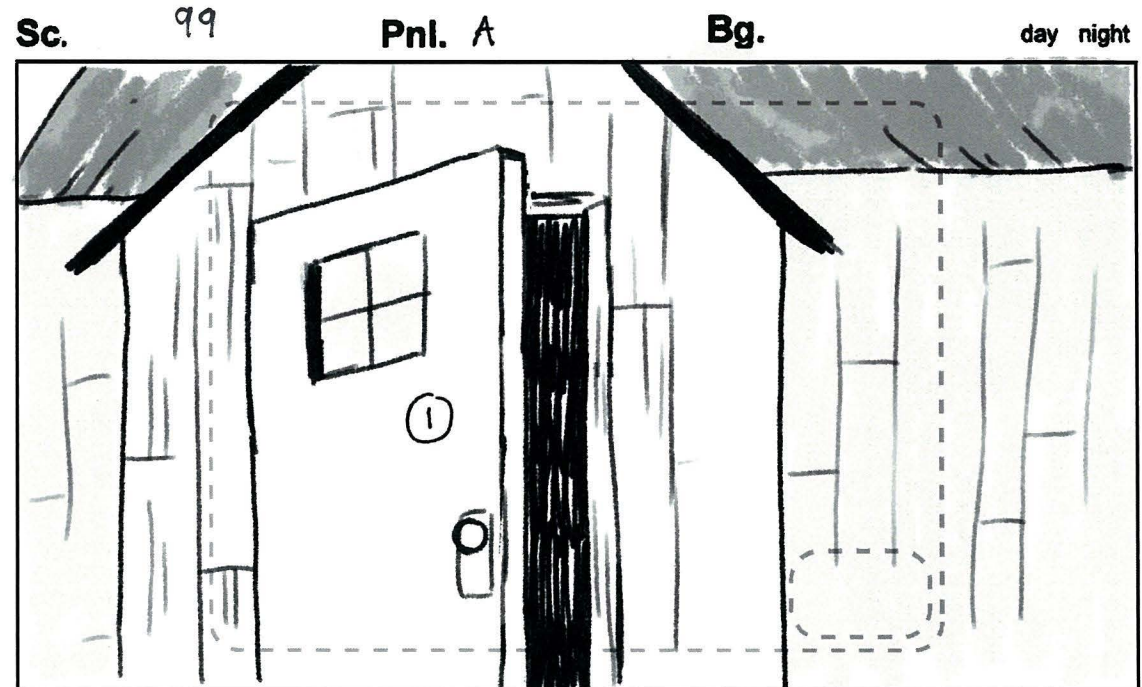
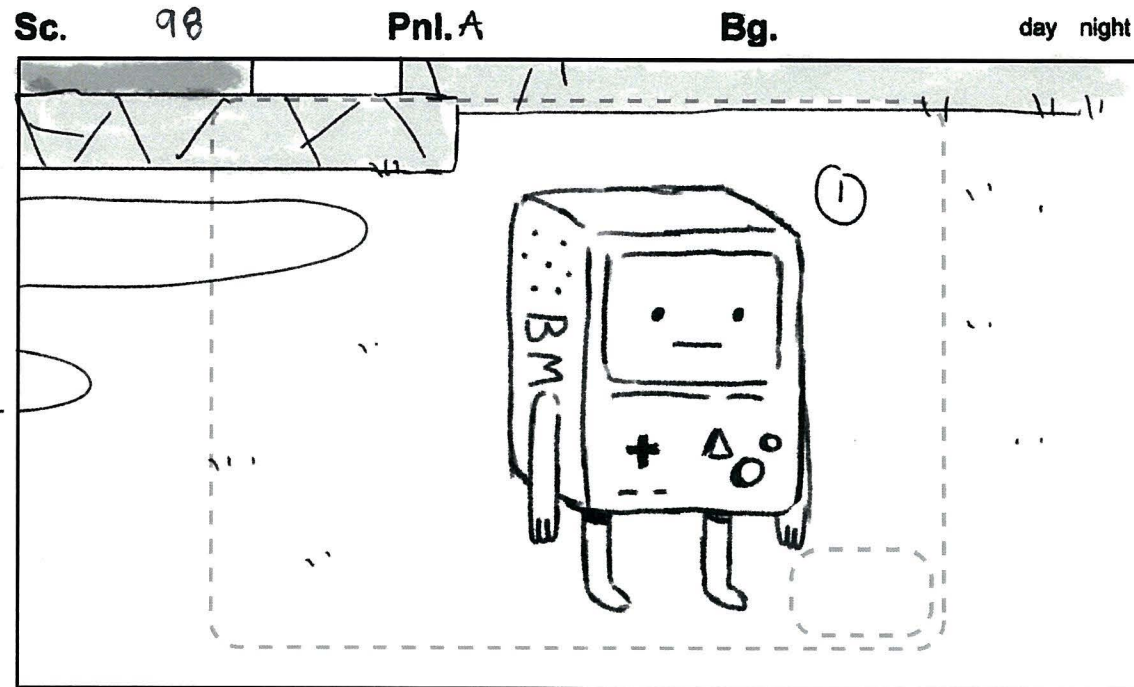
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ADVENTURE TIME



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Page _____

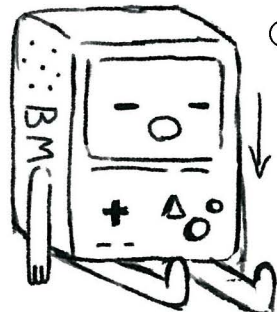
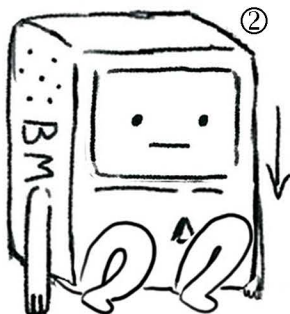


Dialog:

FB / * BIG SIGH *
— (RELIEVED)

Action:

Timing:



③ PLOPS DOWN

— J PEEKS THRU DOOR



Production :

EPISODE #

1034-207

ADVENTURE TIME



No Sc100

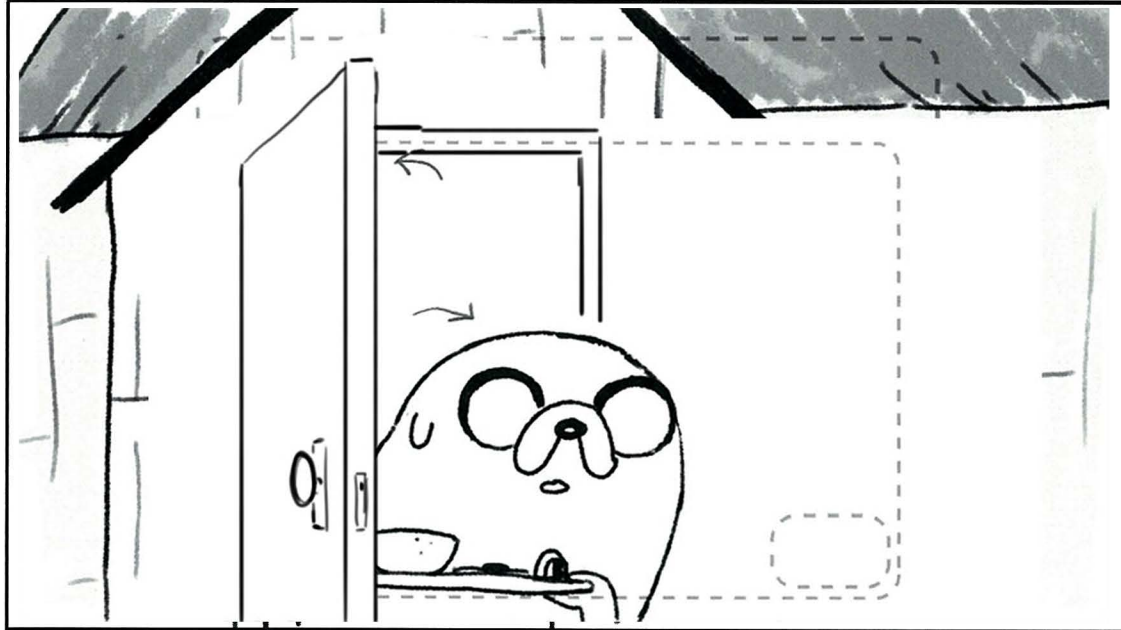
Page 100

Sc. 99

Pnl. B

Bg.

day night

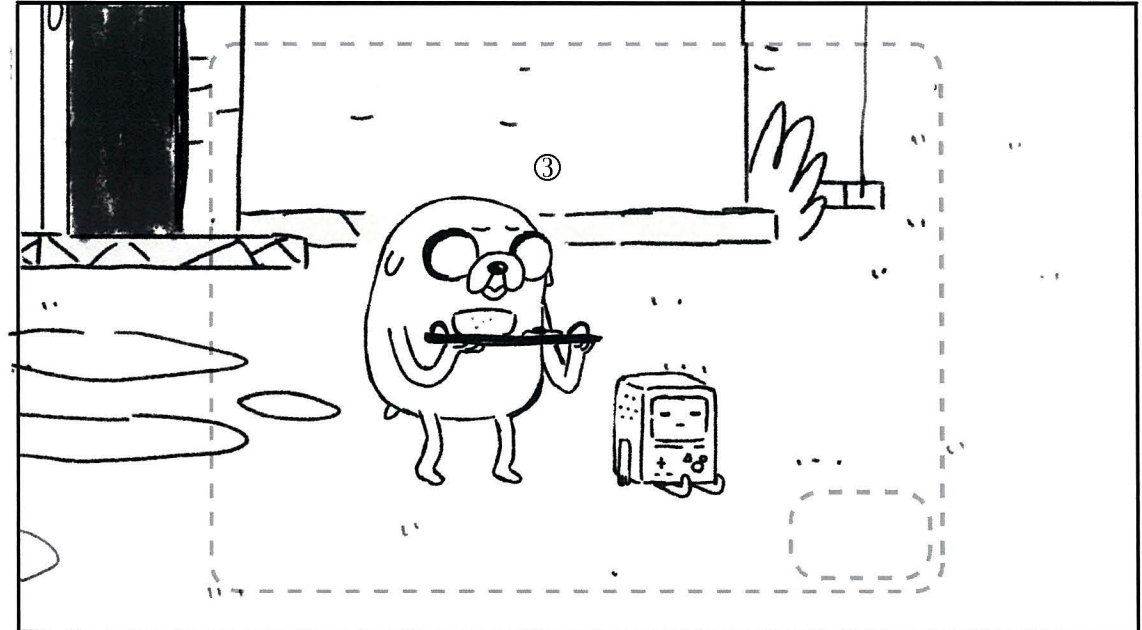


Sc. 101

Pnl. A

Bg.

day night

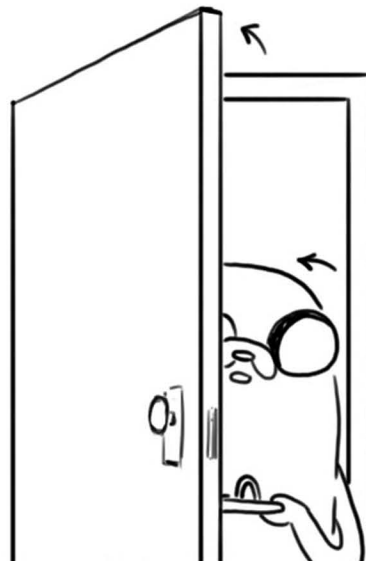


Dialog:

J / HEY ... FOOTBALL.

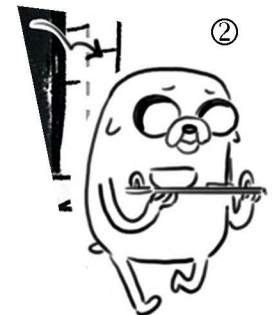
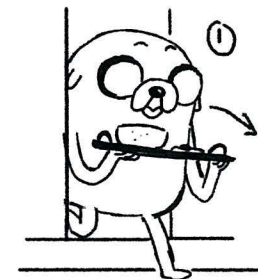
Action:

Timing:



J / GRAPEFRUIT FOR YOUR TROUBLES?

- J. WALKS OVER TO FB.

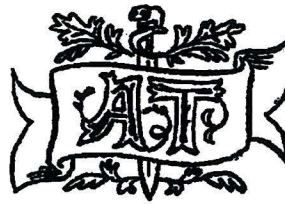


EPISODE #

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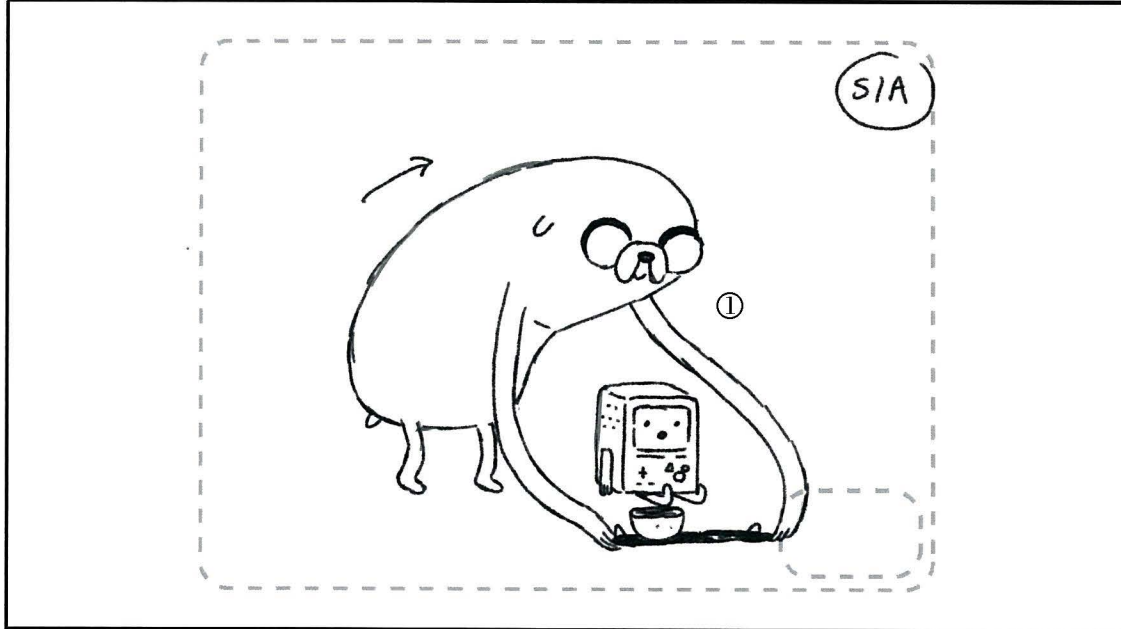
Production :

ADVENTURE TIME

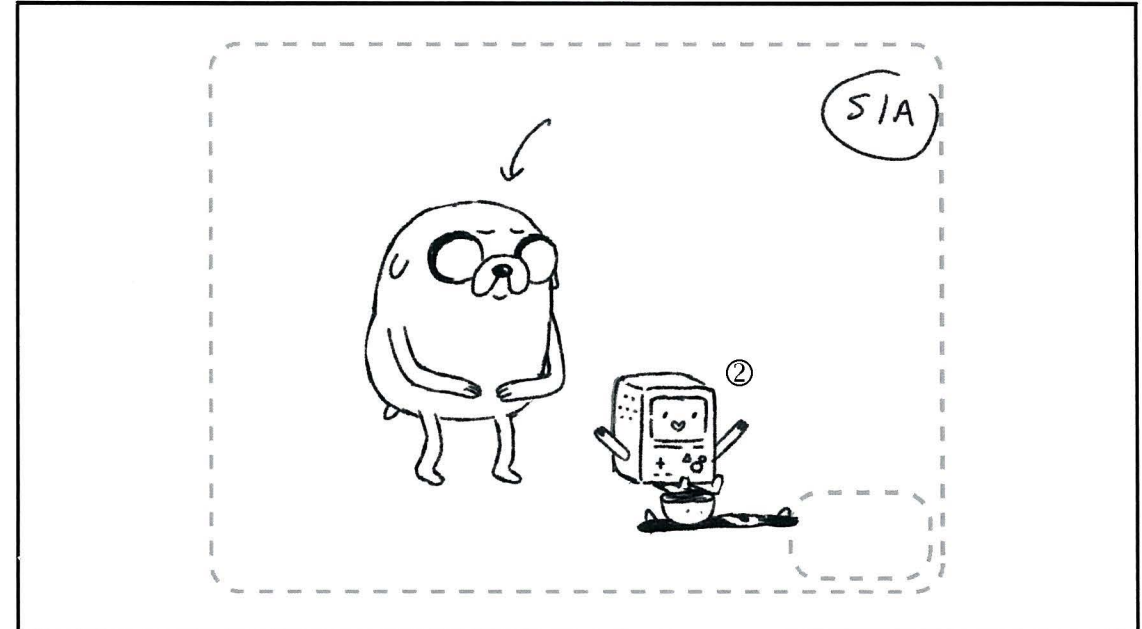


Page 101

Sc. 101 Pnl. B Bg. day night



Sc. 101 Pnl. C Bg. day night



Dialog:

FB: UH...

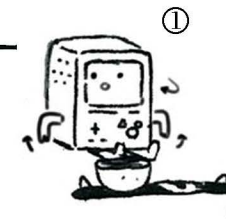
FB/ HA HA OH BOY!!

Action:

- J. STRETCHES OVER FB TO
PUT DOWN TRAY W/ GRAPEFRUIT + SPOON

- J. RETRACTS

Timing:

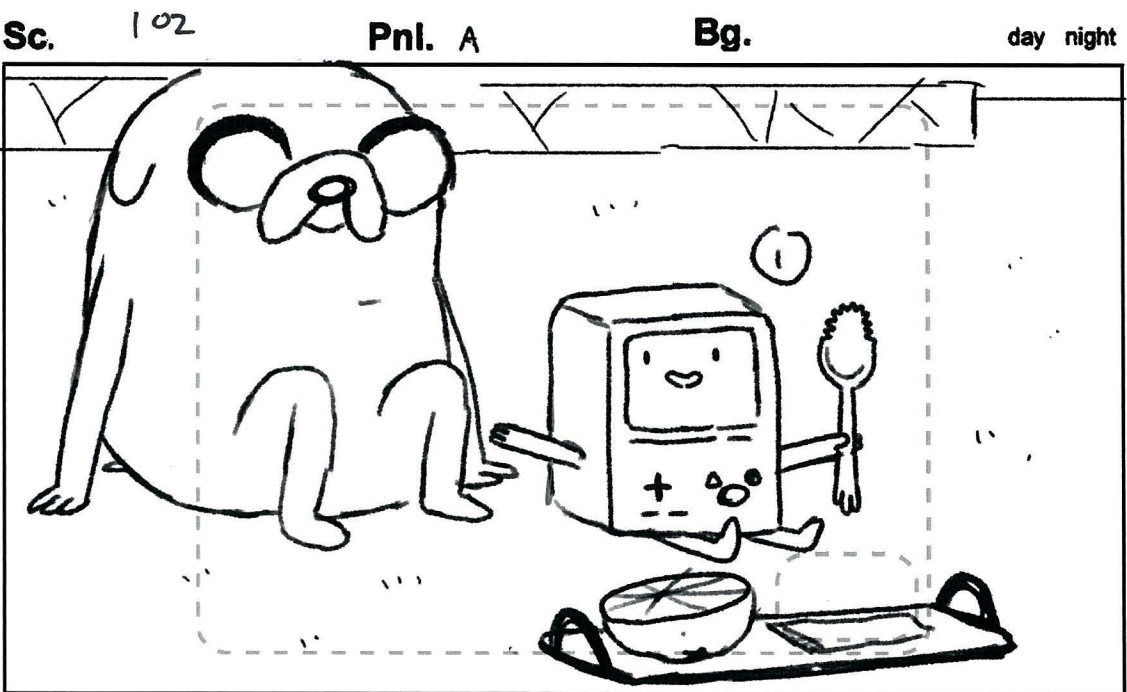
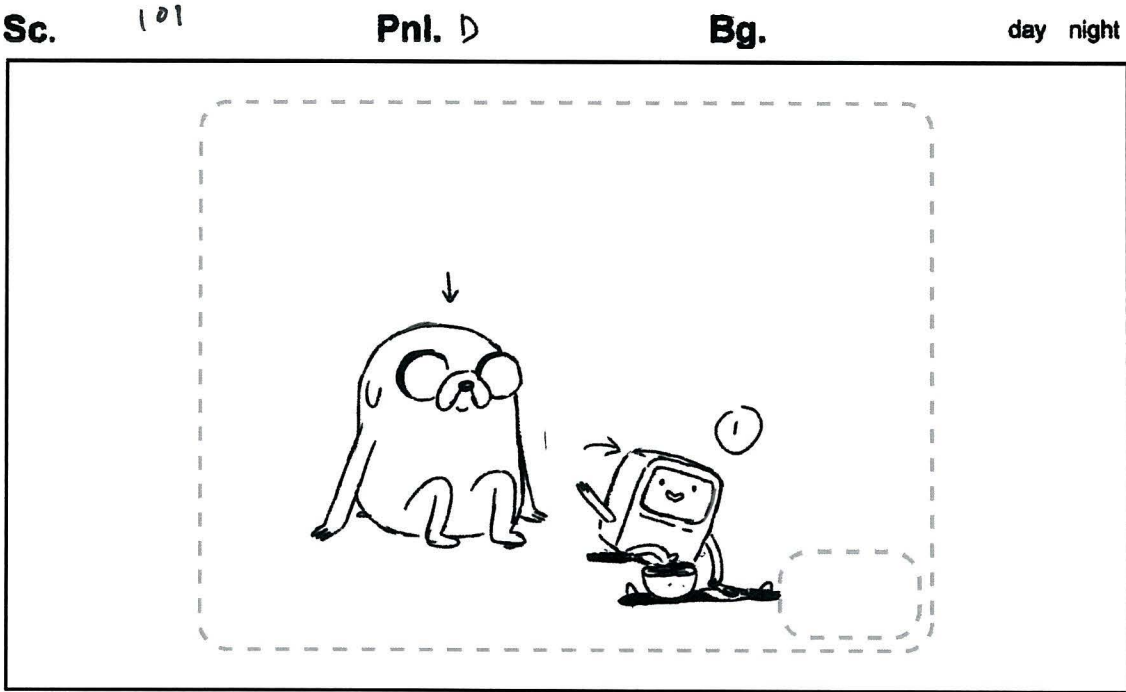


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EPISODE #

Production :

ADVENTURE TIME



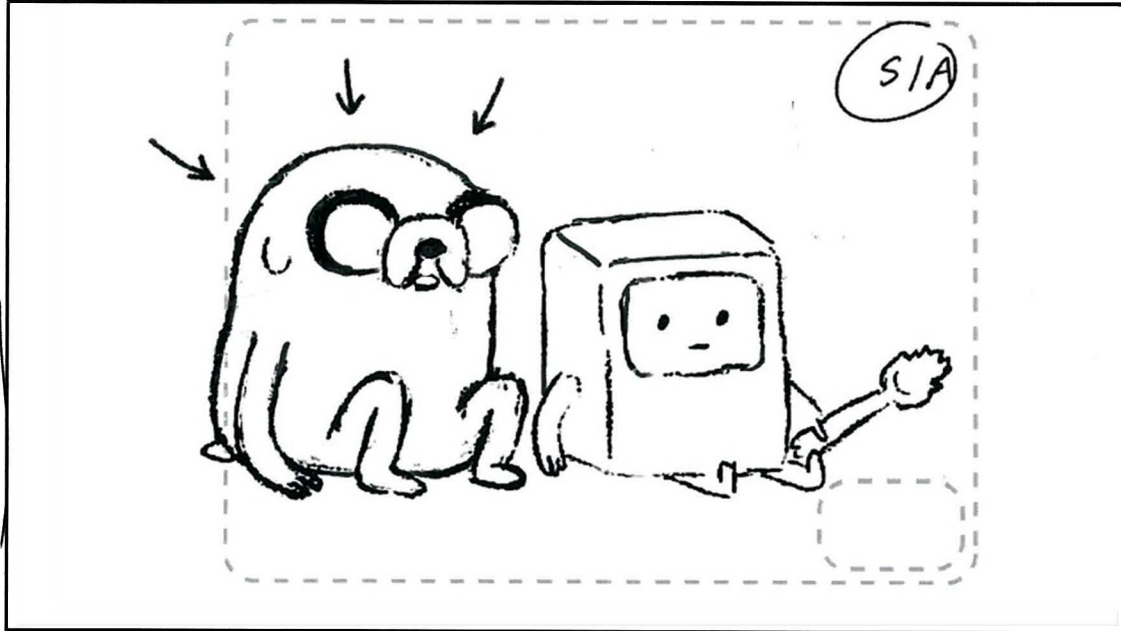
Dialog:	
FB/ THANKS!	
Action:	FB/ LIFE IS GREAT! (A LITTLE INSINCERE)
- J. SITS - FB GRABS SPOON	
Timing:	

ADVENTURE TIME

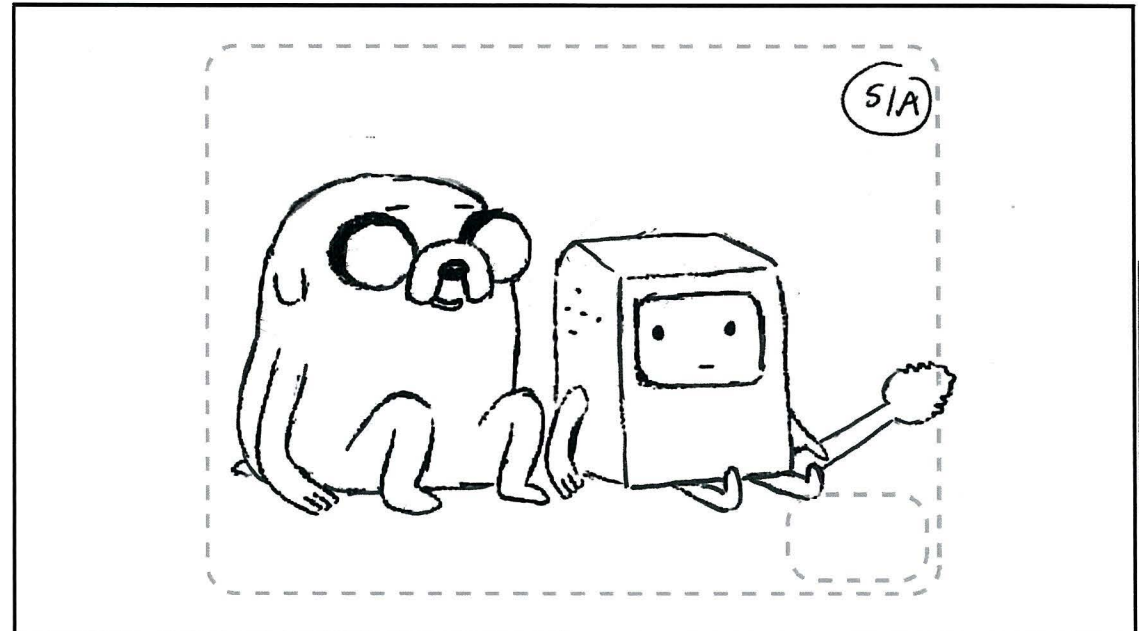


Page 103

Sc. 102 Pnl. B Bg. day night



Sc. 102 Pnl. C Bg. day night



Dialog:

J/ YEAH...?

J: YOU SURE YER DOIN' OK LIL' PAL?

Action:

- J SHRINKS DOWN

Timing:

1034-207

EPISODE #

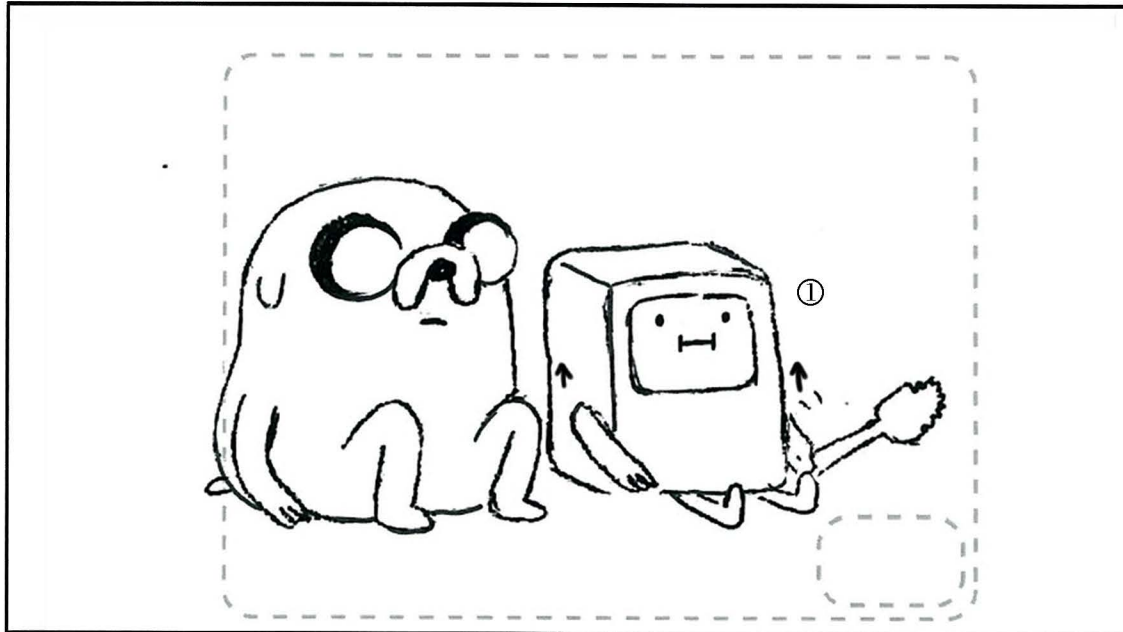
Production :

ADVENTURE TIME



Page 104

Sc. 102 Pnl. D Bg. day night



Sc. 103 Pnl. A Bg. day night



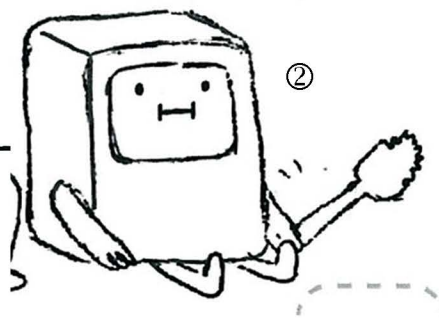
Dialog:

FB/ mmmm!. (HIGH PITCHED "I GUESS"/ "YES?"
"IDK" SOUND)

J/ LISTEN, B-- FOOTBALL. YOU SEEM LIKE YOU
MIGHT BE FEELING, UH --

Action:

Timing:



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EPISODE #

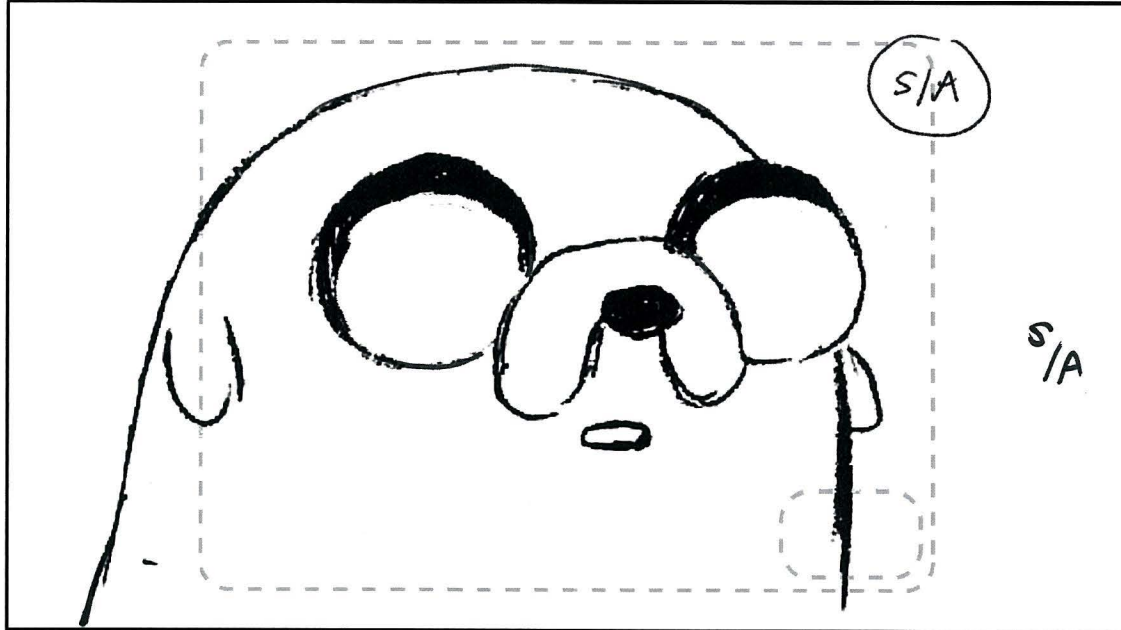
Production :

ADVENTURE TIME

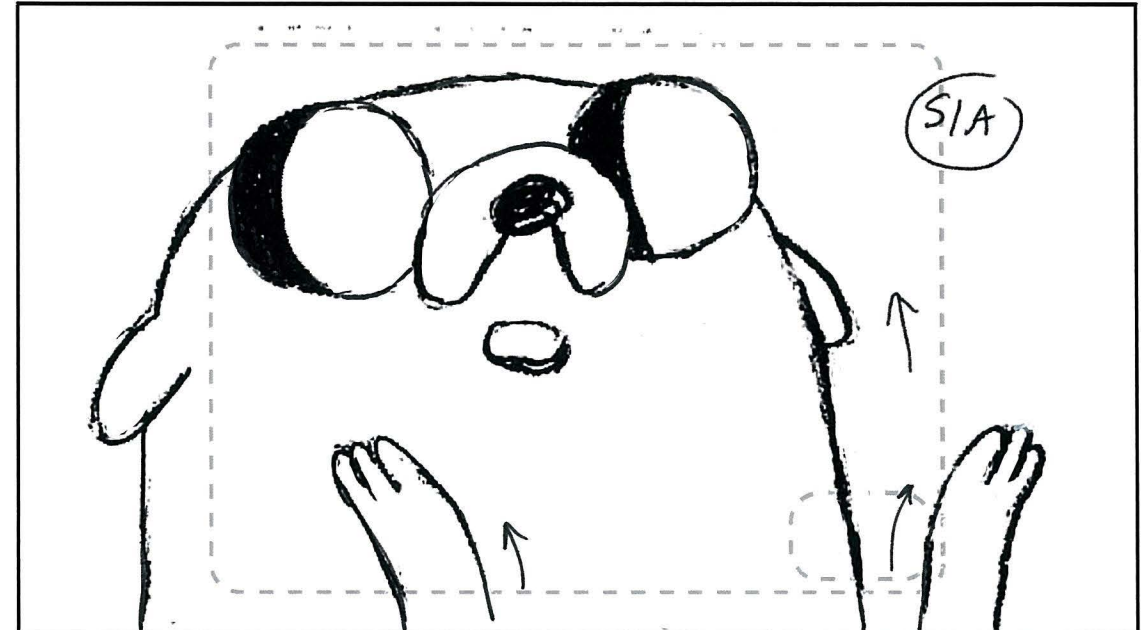


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Sc. 103 Pnl. B Bg. day night



Sc. 103 Pnl. C Bg. day night



Dialog:

J/A LITTLE DONKED UP! IN YOUR
— HEAD, OR YOUR HEART,

F/ OR BOTH!

Action:

Timing:

1034-207

EPISODE #

Production :

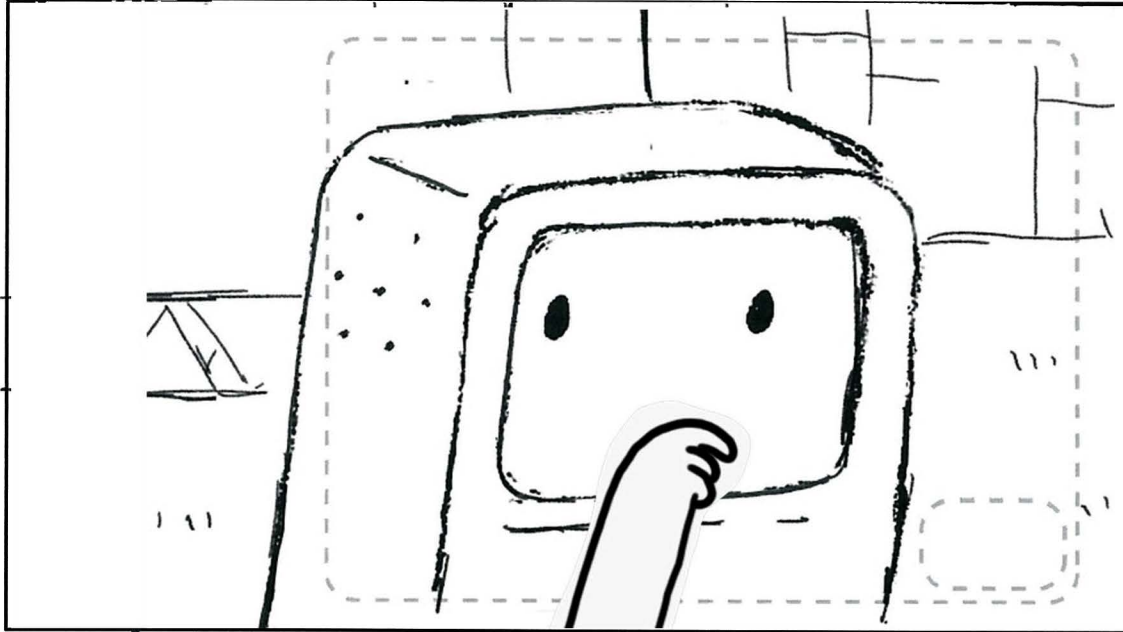
ADVENTURE TIME



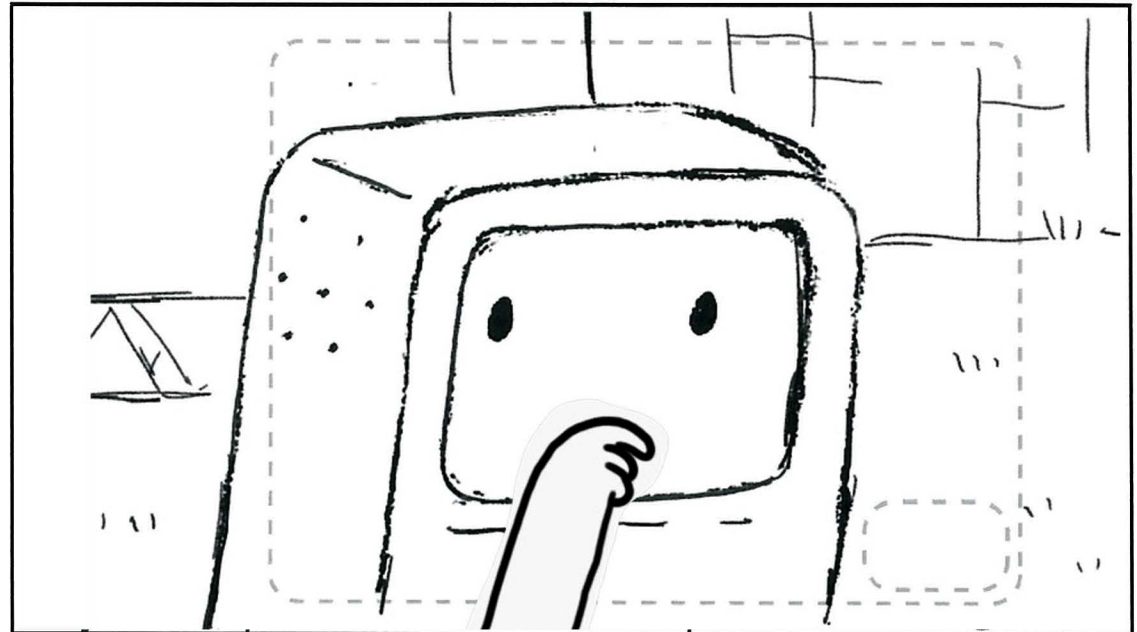
Next Page is 106A

Page 106

Sc. 104 Pnl. A Bg. day night



Sc. 104 Pnl. B Bg. day night



Dialog:

✓: (o/s) AND THAT'S OKAY! —

Action:

— SPOON SLOWLY RISES IN TO FRAME

Timing:

1034-207

EPISODE #

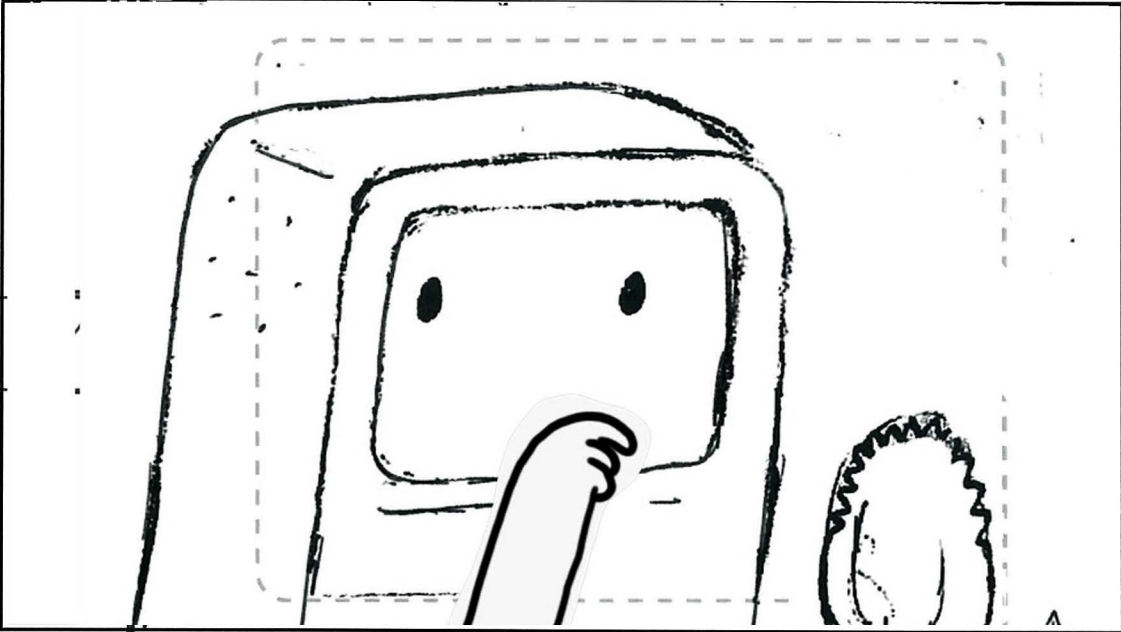
Production :

ADVENTURE TIME

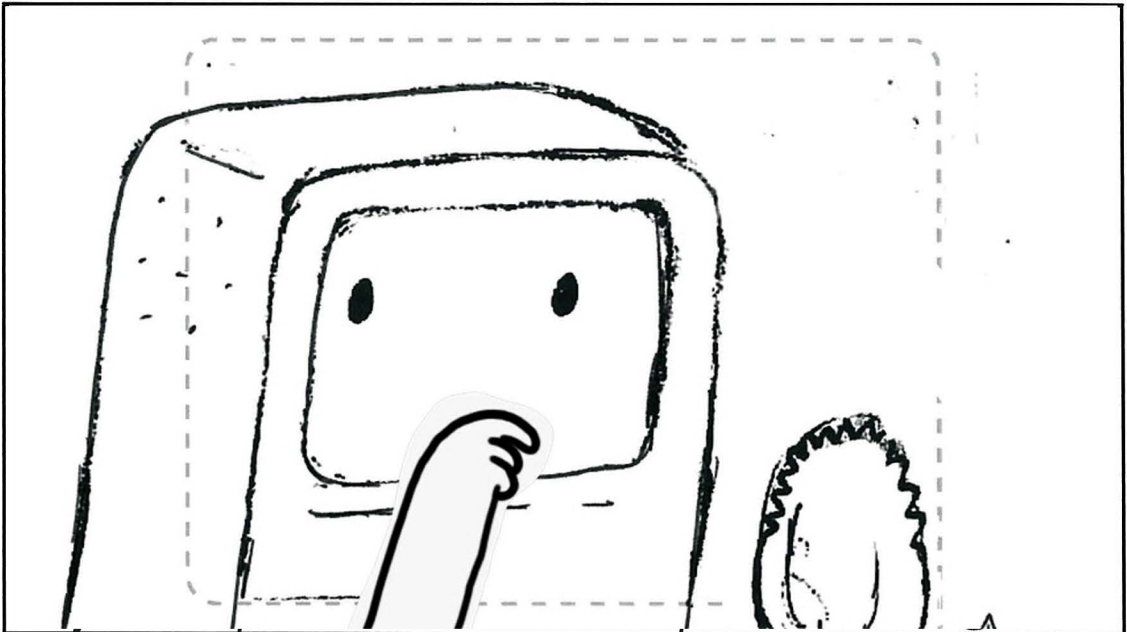


106 A
Page

Sc. 104 Pnl. A Bg. day night



Sc. 104 Pnl. B Bg. day night



Dialy.
J/ EVERYBODY FEELS SOME TYPE A' SOUL NAUSEA'
BMO/ FOOTBALL ... !
(IN A TINY TINY WARPED GHOSTLY VOICE)
SFX/ SUUUPER QUIET NOISE FROM SPOON

Action:
— SPOON SLOOOOWLY RISES IN TO FRAME

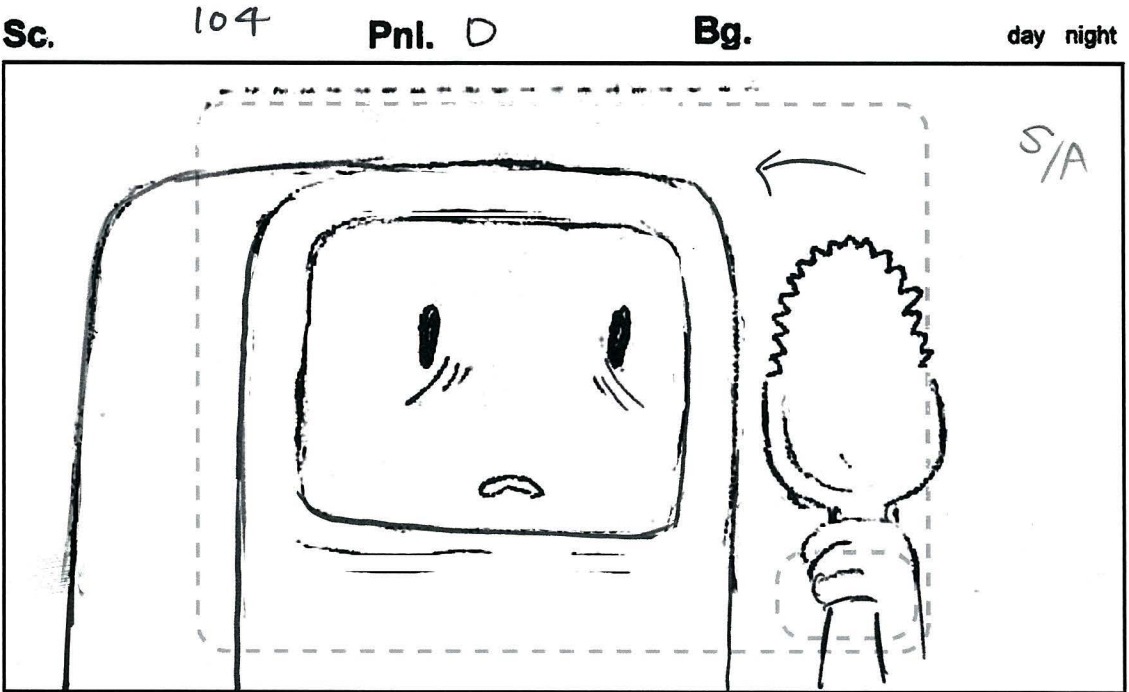
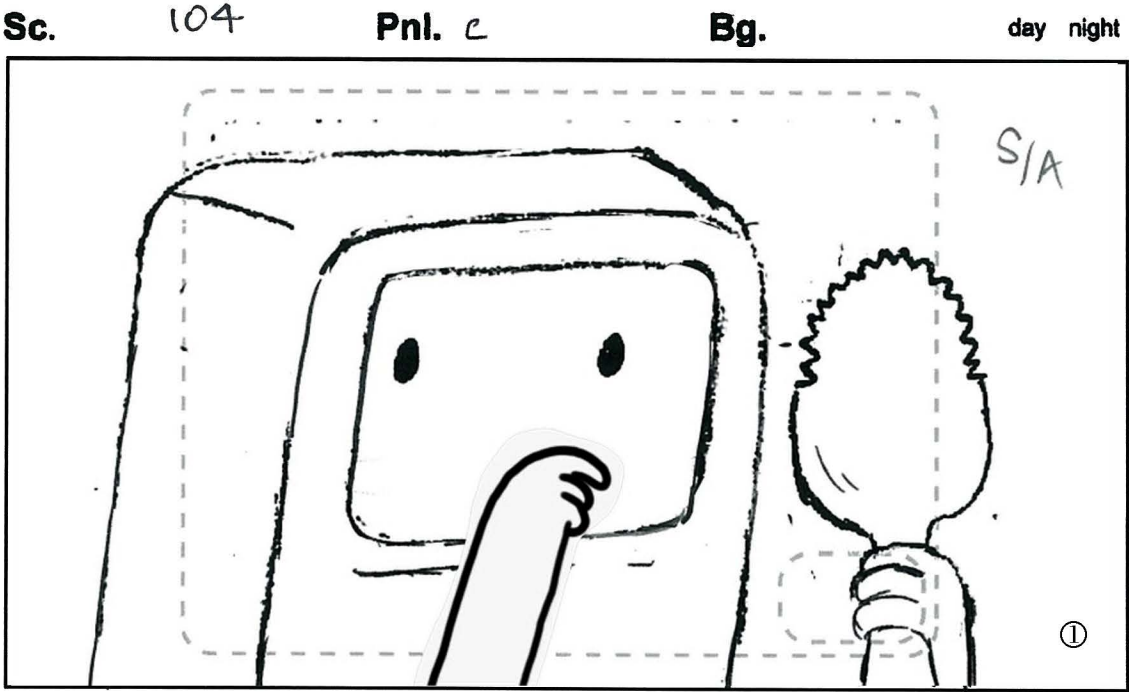
Timing:

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1034-207
EPISODE #
Production :

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ADVENTURE TIME



Dialog:

J/ LIKE THAT SOMETIMES... (DROWNED OUT BY WHITE NOISE)

BMO/ FOOTBALLLL...
(IN A TINY TINY WARPED GHOSTLY VOICE) (ACCOMPANIED BY HOLLOW WHITE NOISE)

Action:

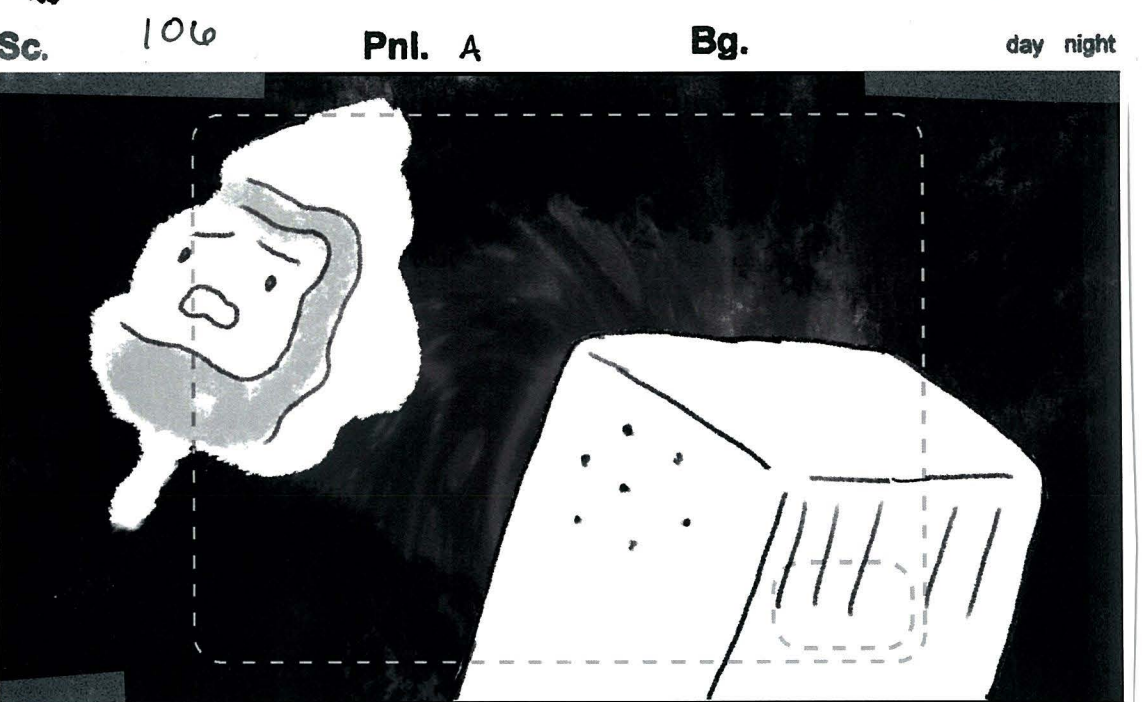
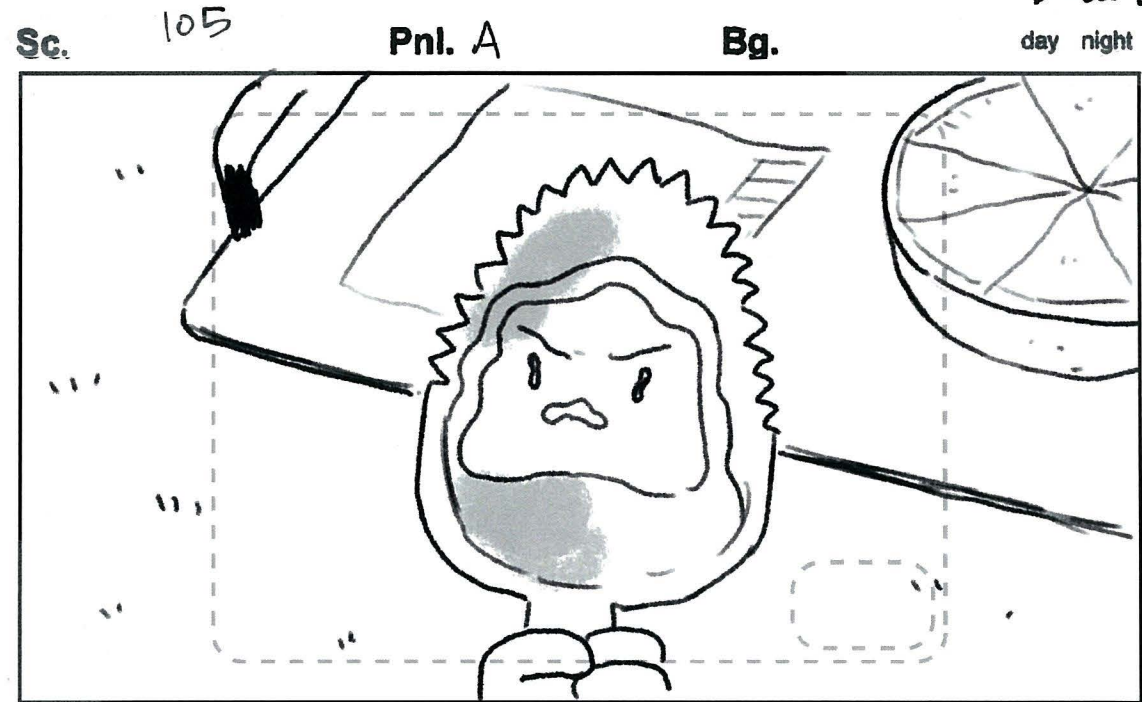
Timing:

EPISODE # 1034-207

Production :

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ADVENTURE TIME



Dialog:
BMO/ I KNOW HOW TO FOLLOW YOU, FOOTBALL!

Action
-DISTORTED BMO REFLECTION IN SPOON.

Timing:

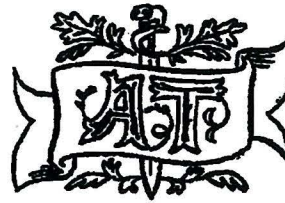
FB/ HOW DID YOU GET IN THE SPOON? /
SFX/* WHITE NOISE LOUDER IN MIRROR *

BMO IN MIRROR WORLD VOID, LOOKING THROUGH WARPED SPOON-SHAPED "MIRROR"

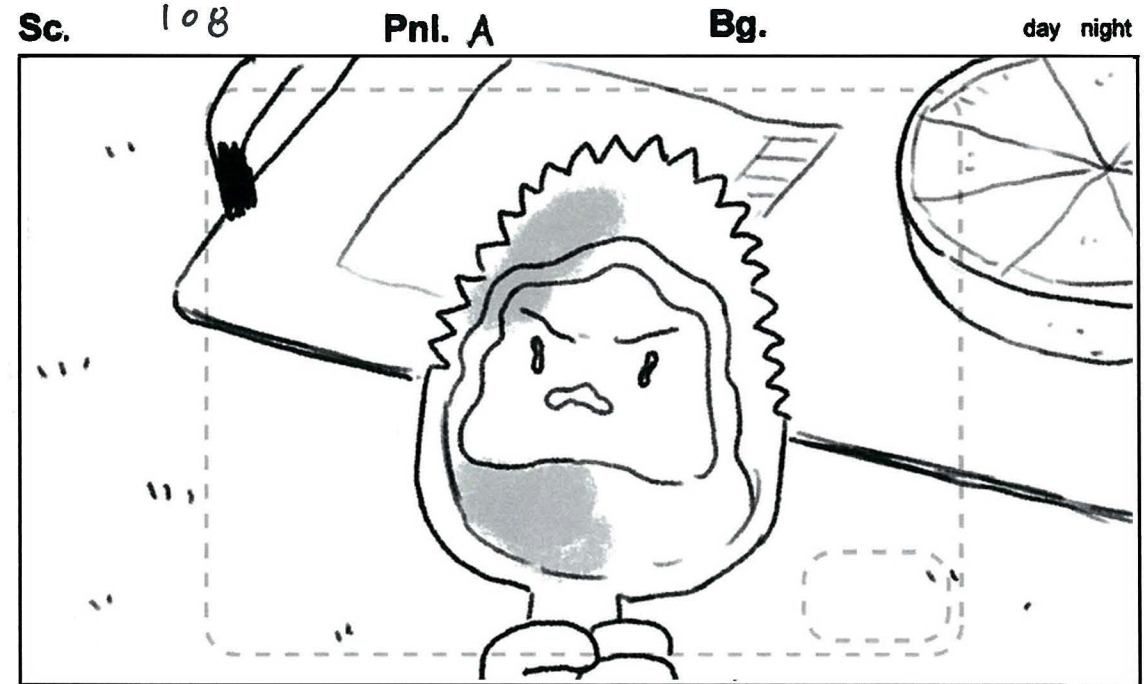
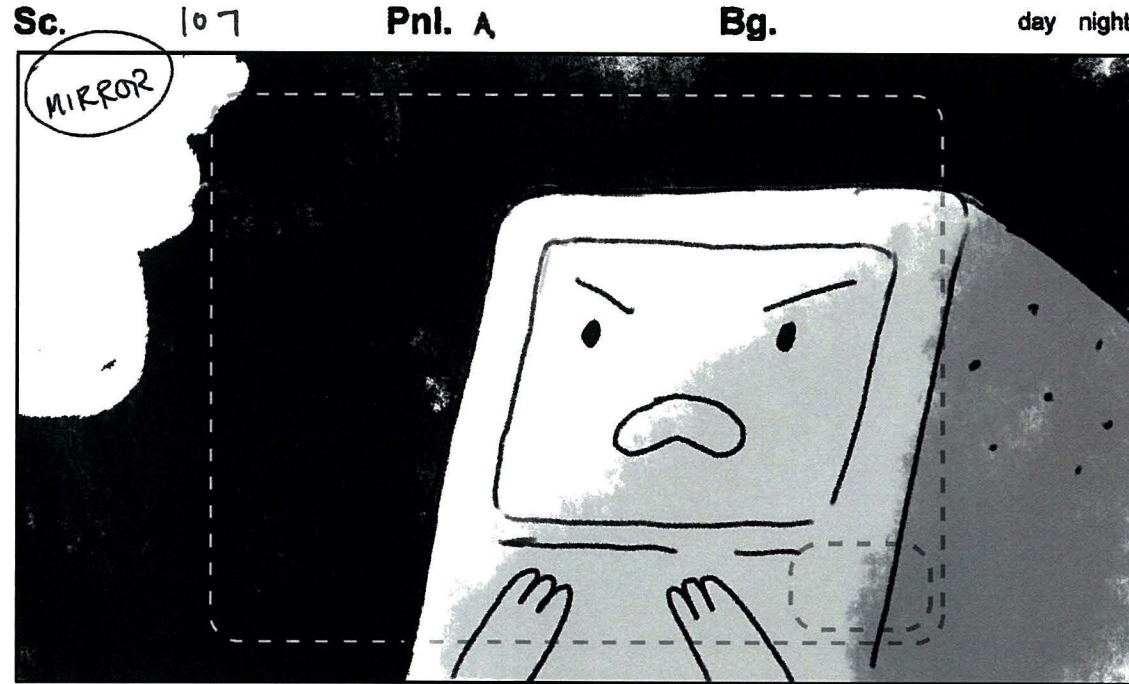
Production :

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ADVENTURE TIME



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Dialog:

BMO / I FIGURED IT OUT!
SFX / * WHITE NOISE *

BMO / I'M GOING TO GET YOU, FOOTBALL!!!

Action:

Timing:

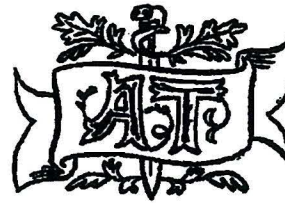
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EPISODE #

Production :

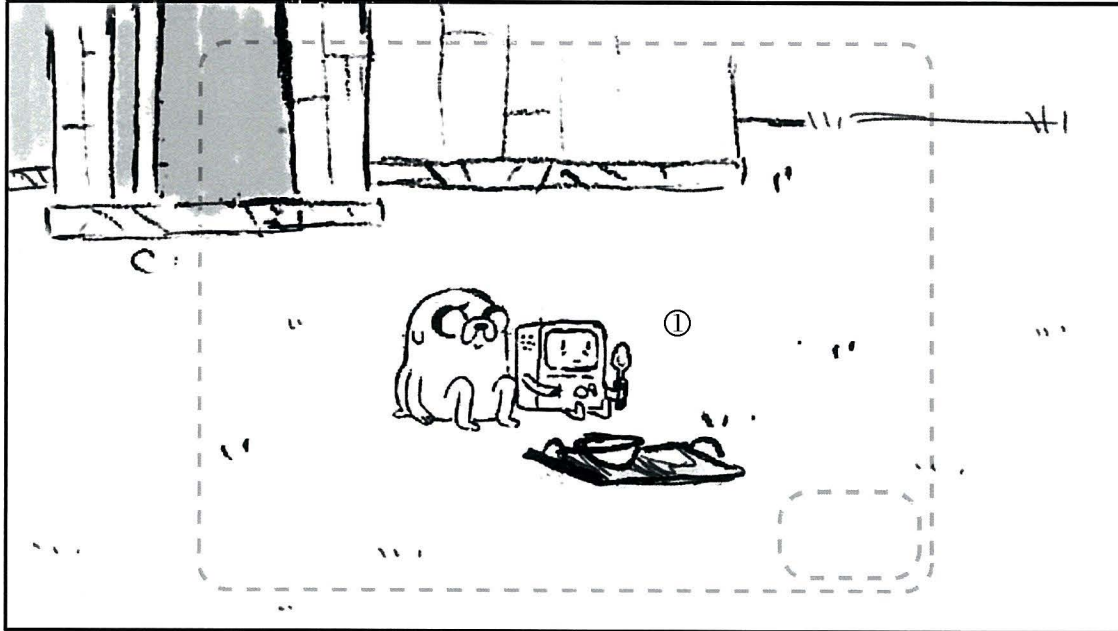
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ADVENTURE TIME

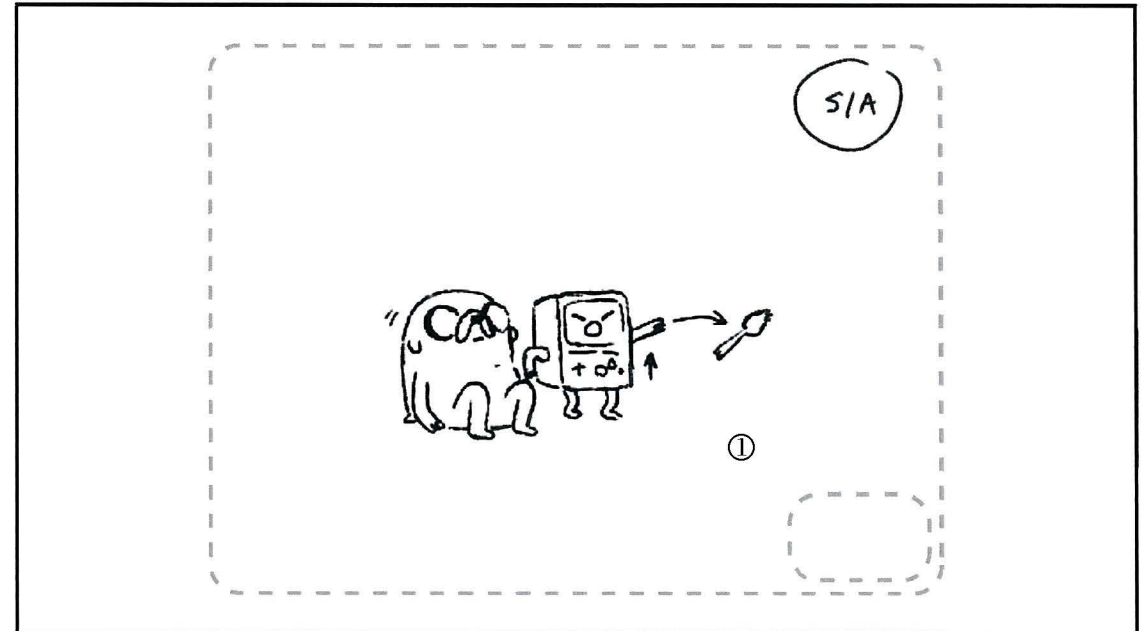


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Sc. 109 Pnl. A Bg. day night



Sc. 109 Pnl. B Bg. day night



Dialog:

J: SO ... DID THAT MAKE SENSE ?

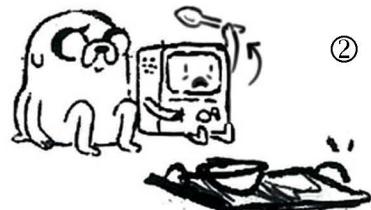
FB/ AHHH! AAAAHHH!!!

Action:

SOUND SUDDENLY BACK TO
NORMAL

- FB STANDS ABRUPTLY & CHUCKS SPOON

Timing:

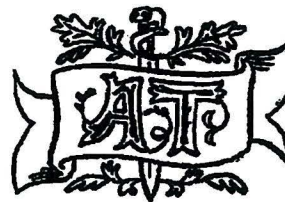


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EPISODE #

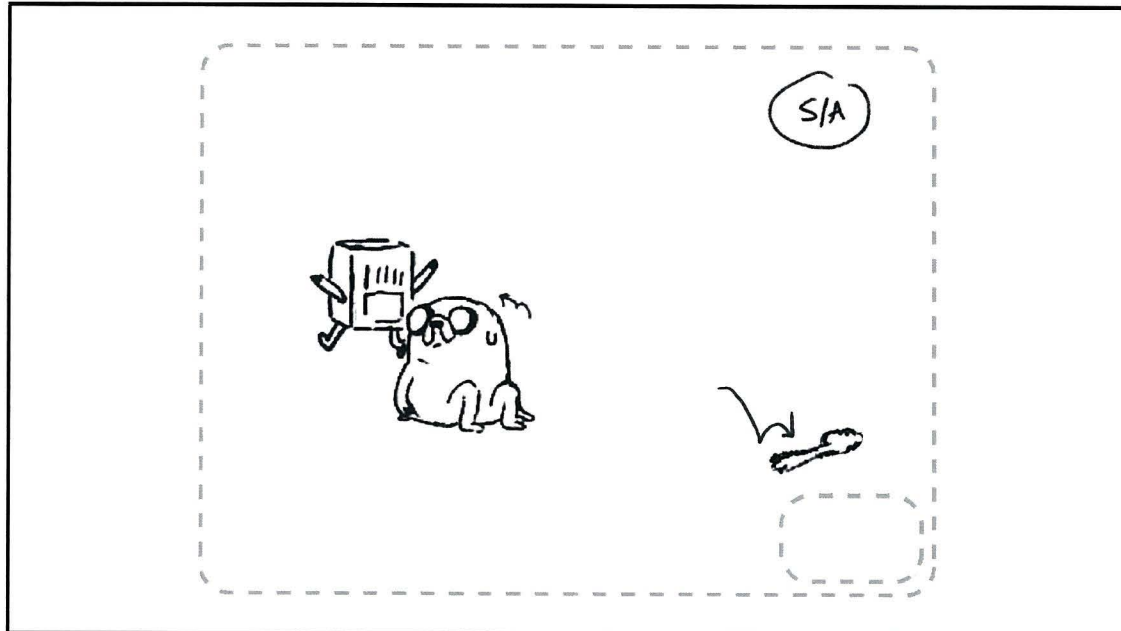
Production :

ADVENTURE TIME

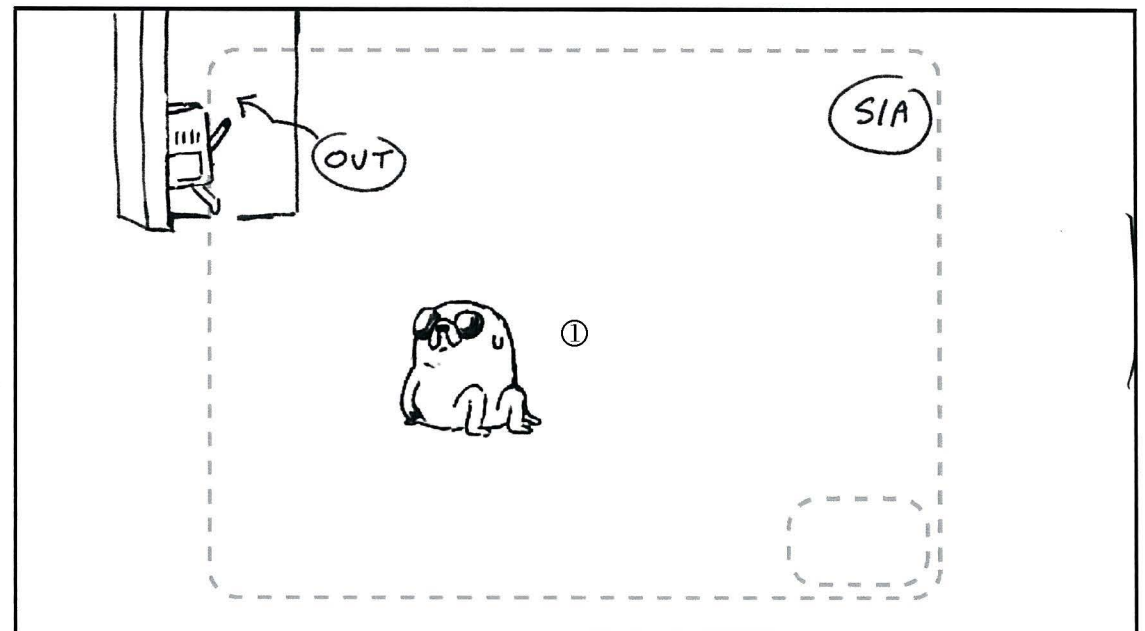


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Sc. 109 Pnl. C Bg. day night



Sc. 109 Pnl. D Bg. day night



Dialog:

FB / AAAHH —

Action:

- FB TURNS & RUNS

- FB RUNS INSIDE

Timing:

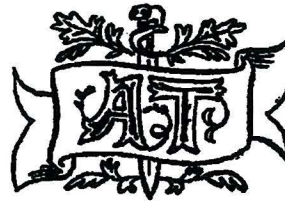


1034-207

EPISODE #

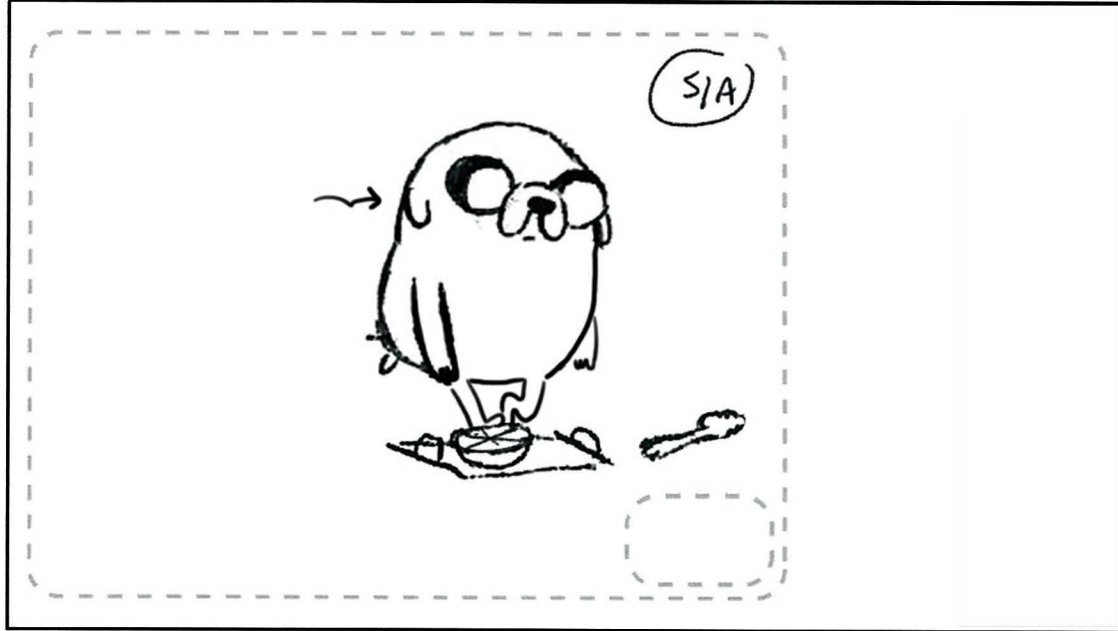
Production :

ADVENTURE TIME

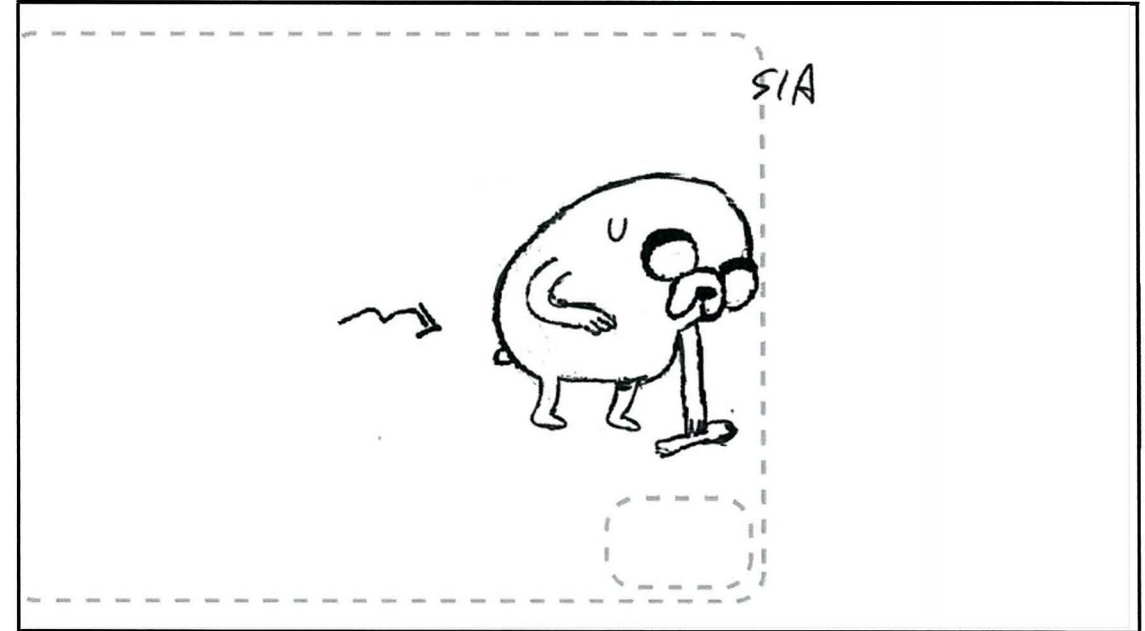


Page 112

Sc. 109 Pnl. E Bg. day night



Sc. 109 Pnl. F Bg. day night



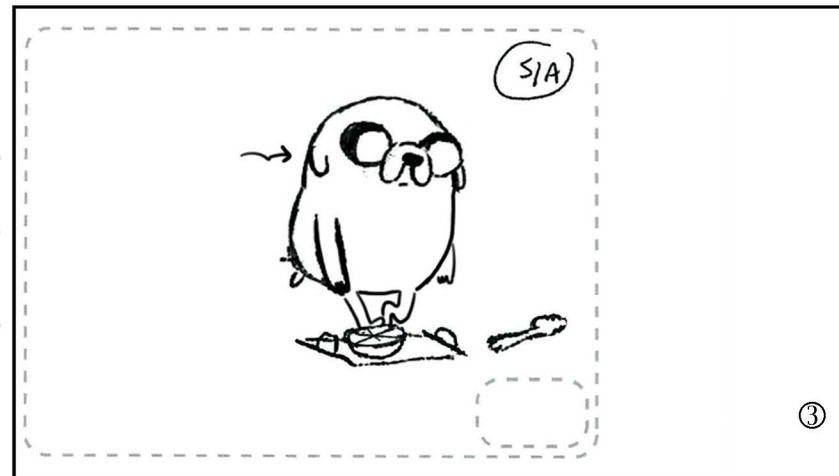
Dialog:

Action

Timing



② - J RETURNS TO SIZE



③

J / ... YEAH.

- J. WALKS OVER AND PICKS UP SPOON.



⑤

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EPISODE #

Production :

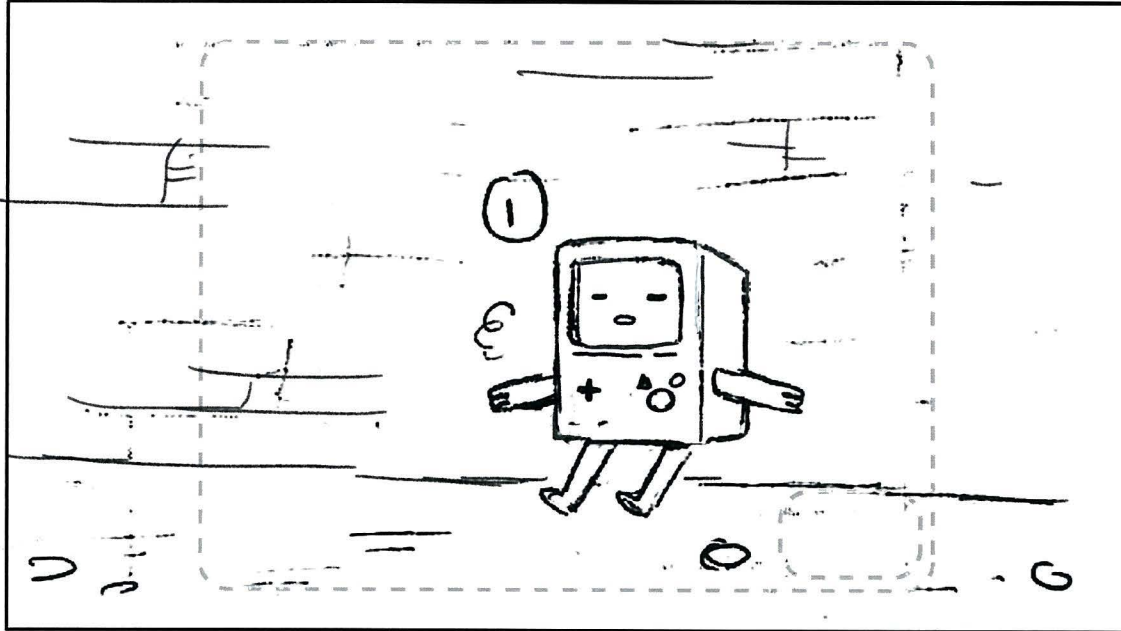
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ADVENTURE TIME

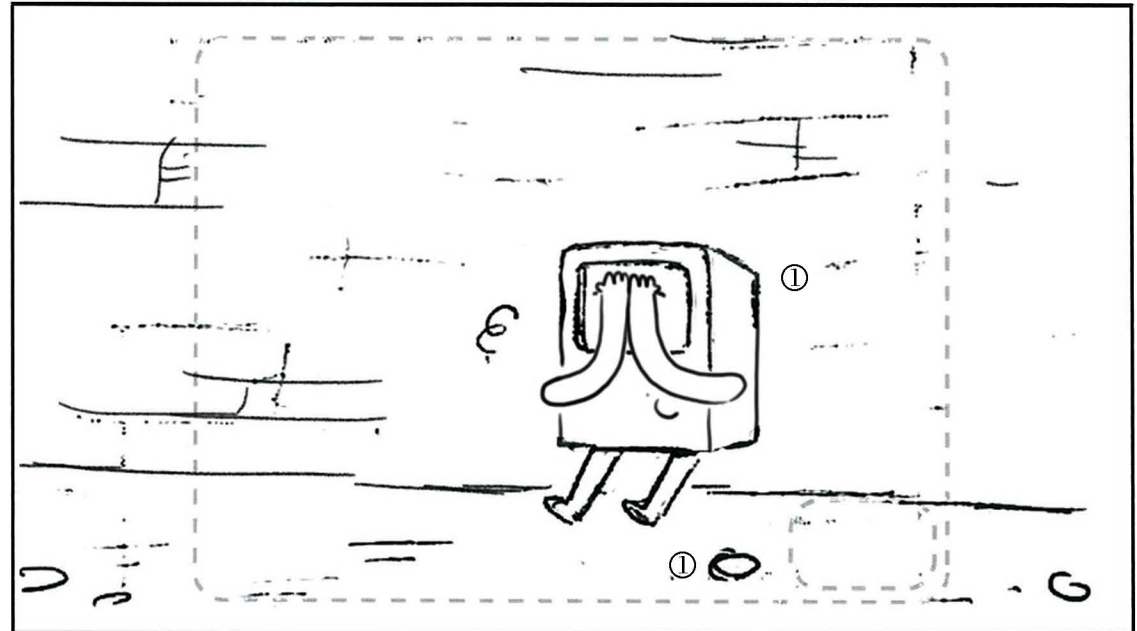


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Sc. 110 Pnl. A Bg. day night



Sc. 110 Pnl. B Bg. day night



Dialog:

FB / *HUFF HUFF HUFF*

① OH MY GOSH

② OH MY GOSH

③ OH MY GOSH

Action:

- FB LEANS
AGAINST WALL
IN TREASURE
ROOM.

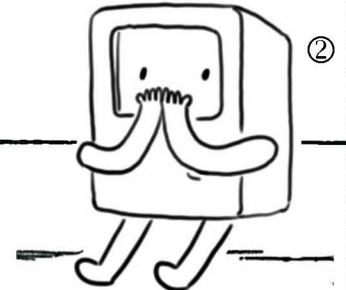


Timing:

FB / *HUFF HUFF HUFF*

BMO / (FAINT) GRRR ...

- COIN ON FLOOR GLINTS



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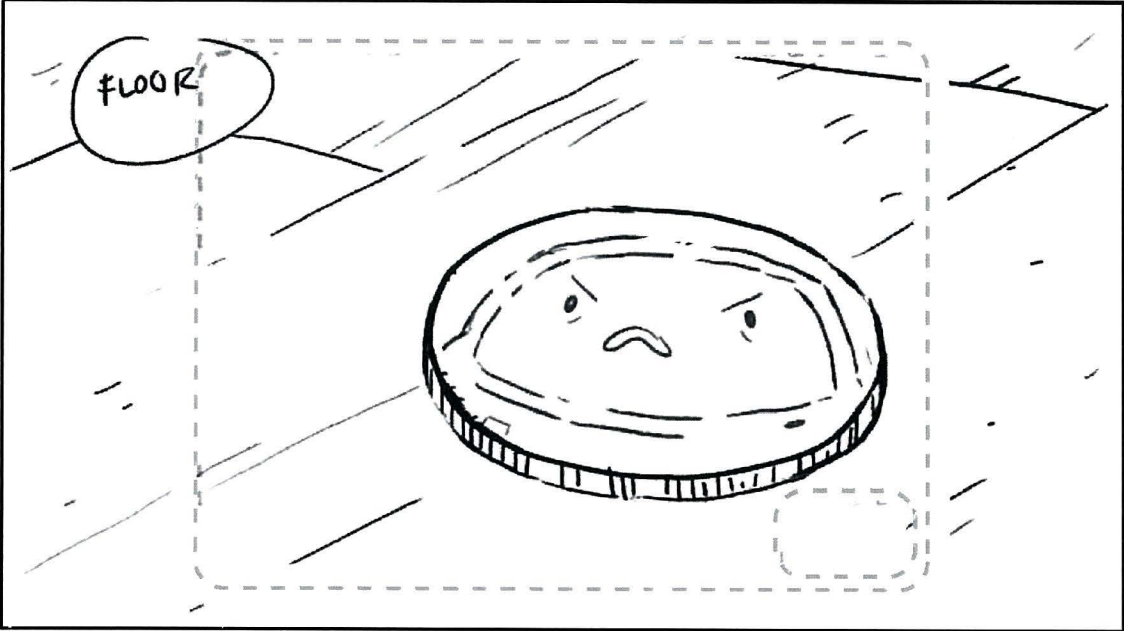
EPISODE #

Production :

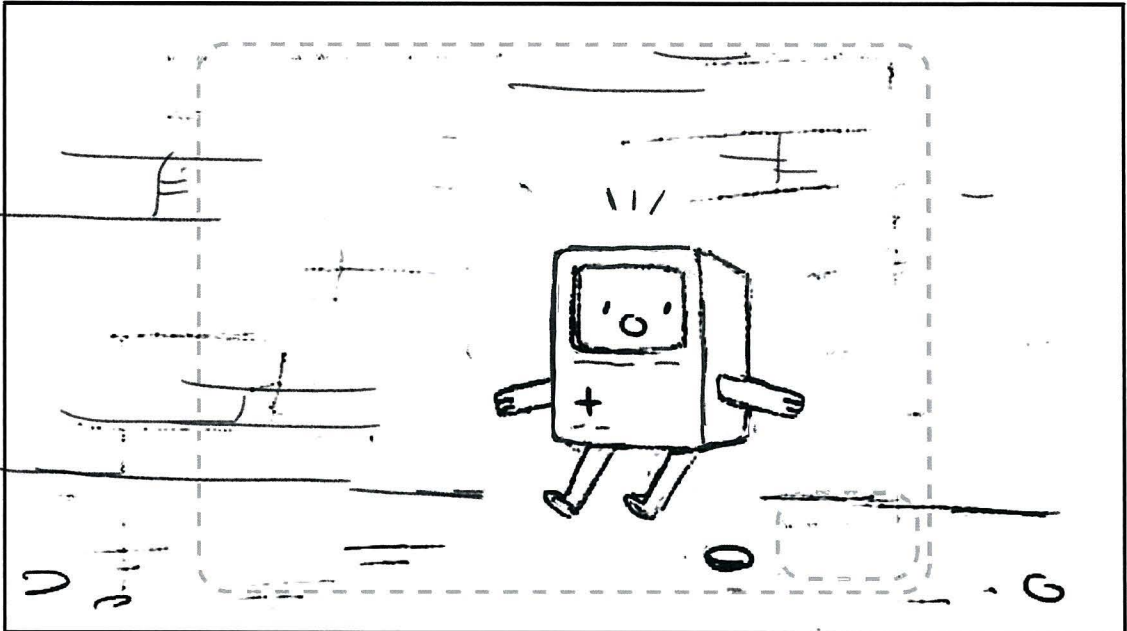
ADVENTURE TIME



Sc. 111 Pnl. A Bg. day night

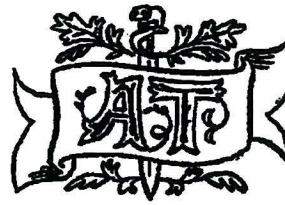


Sc. 112 Pnl. A Bg. day night



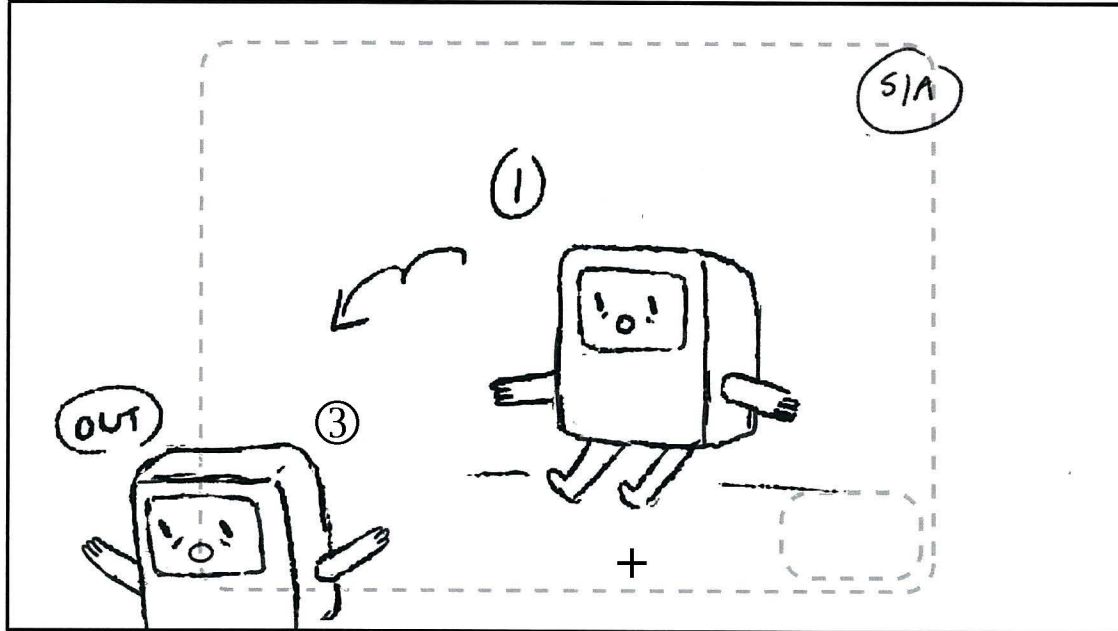
Dialog:	Bmo / I'M GOING TO GET YOU, FOOTBALL!	FB / AH!!
Action:	TINY BMO REFLECTION IN COIN ON FLOOR	
Timing:		

ADVENTURE TIME

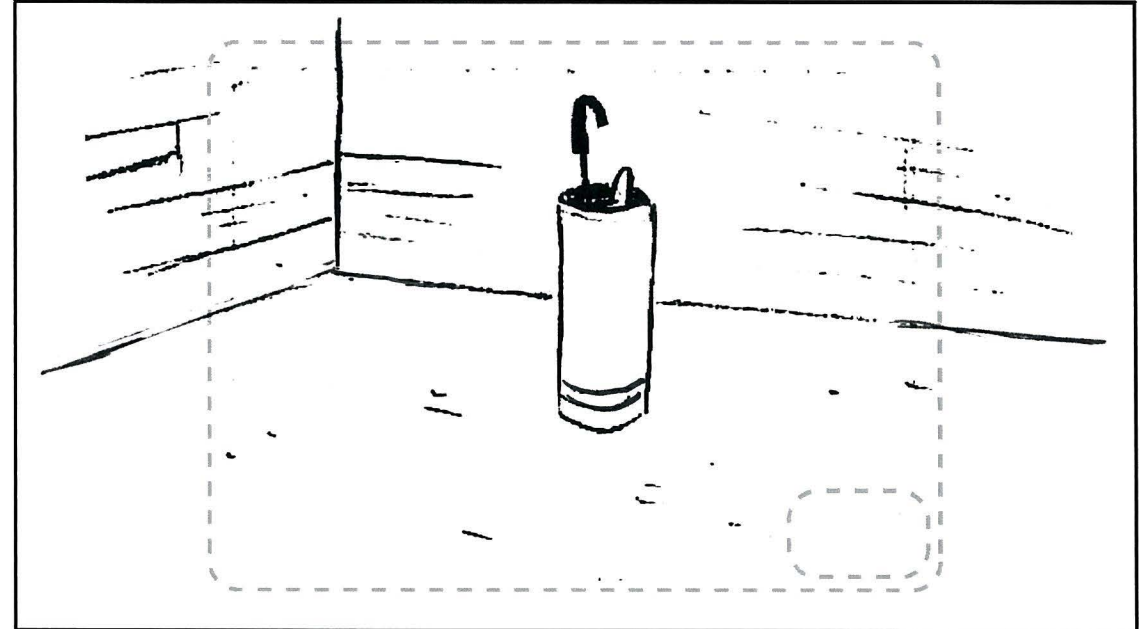


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Sc. 112 Pnl. B Bg. day night



Sc. 113 Pnl. A Bg. day night

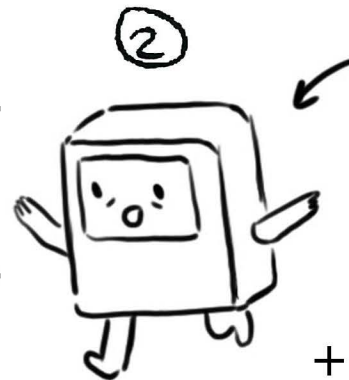


Dialog:

Action:

-FB RUNS OFF/S

Timing:

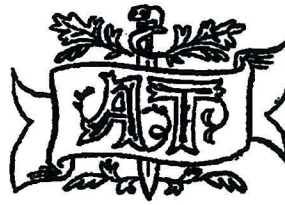


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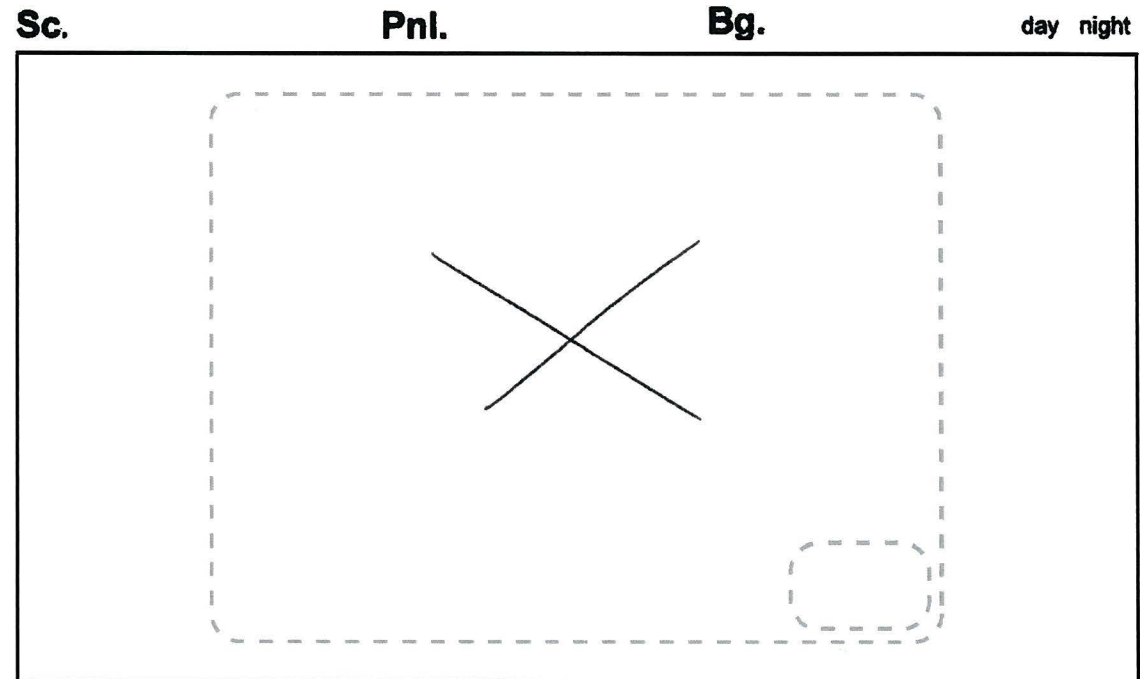
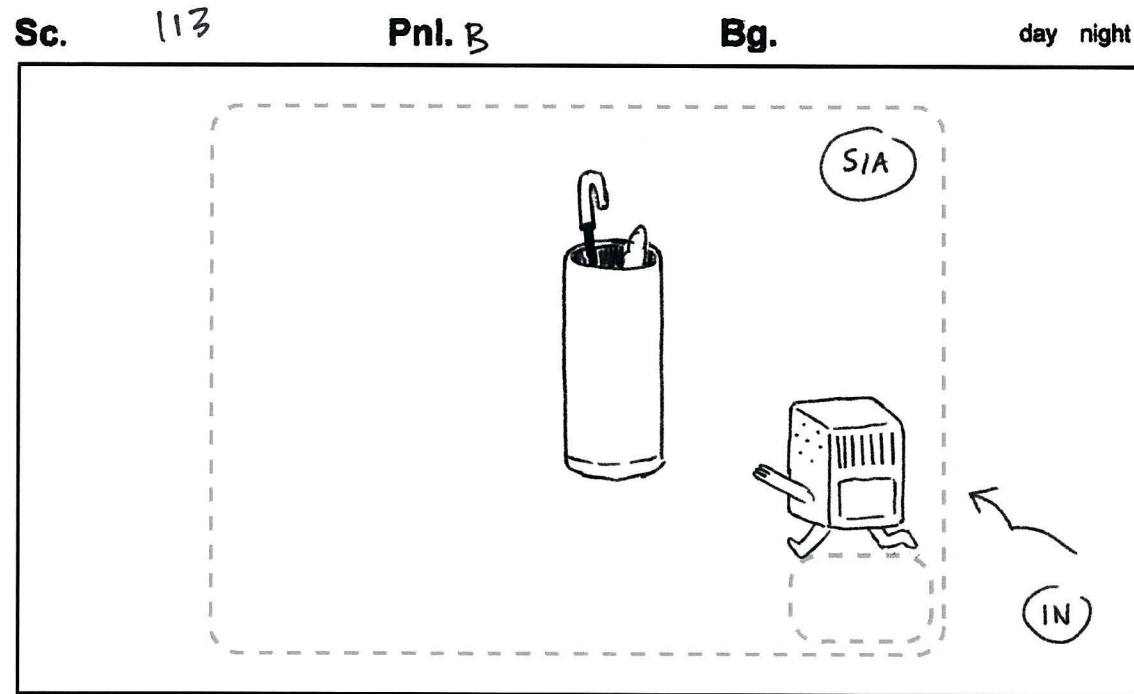
EPISODE #

Production :

ADVENTURE TIME



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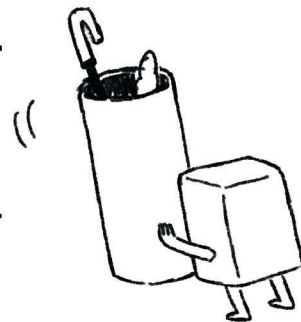
Dialog:

FB / HA!

Action:

- FB RUNS ON/S.
- FB SHOVS
UMBRELLA STAND

Timing:

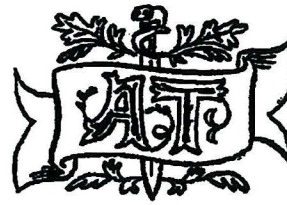


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EPISODE #

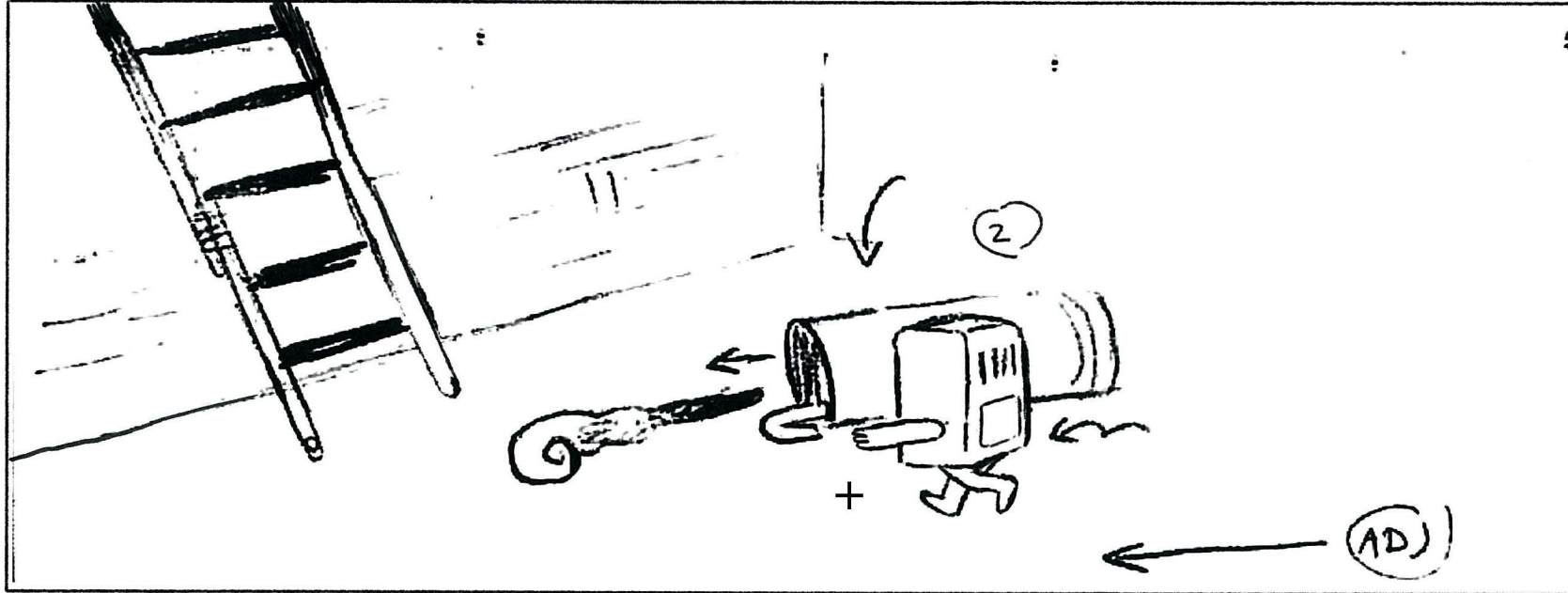
Production :

ADVENTURE TIME



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Sc. 113 Pnl. C Bg. day night



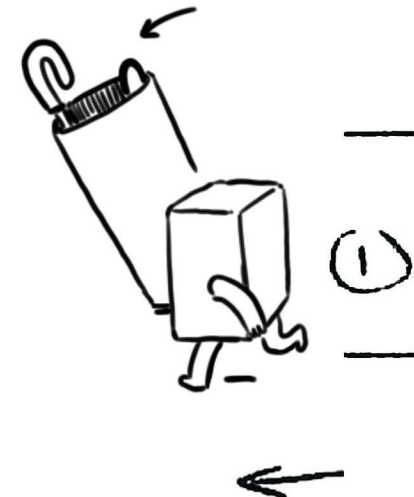
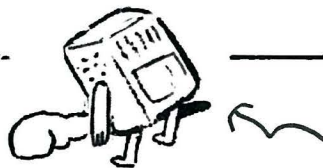
Dialog:

FB: *huff huff huff*

Action:

- UMBRELLA STAND FALLS. ADJ W/ ACTION,
- SHILLELAGH
CLATTERS ONTO FLOOR

Timing:



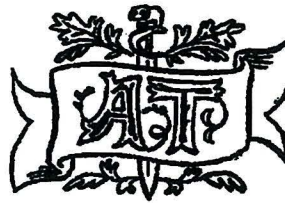
1034-207

EPISODE #

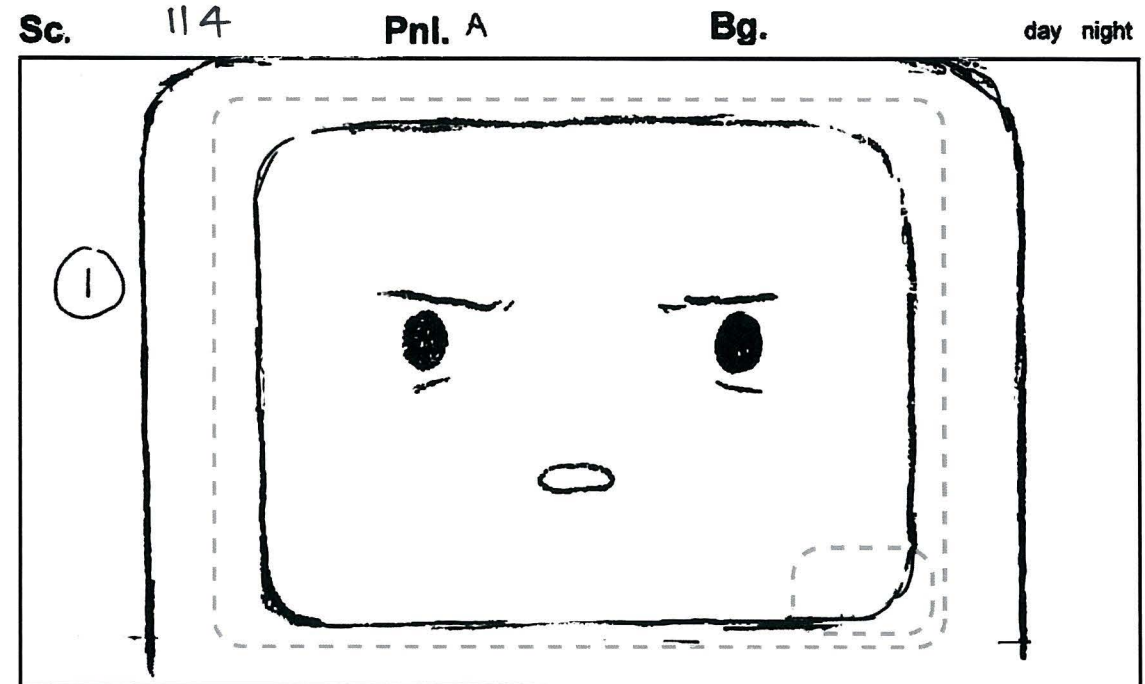
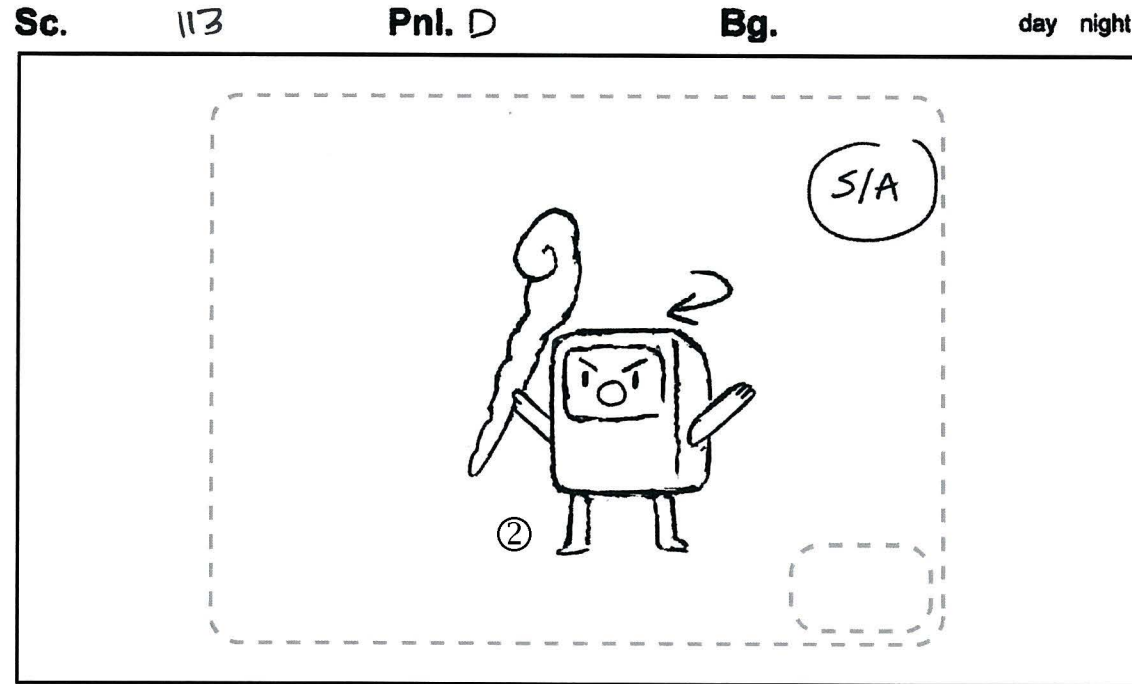
Production :

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ADVENTURE TIME



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Dialog:

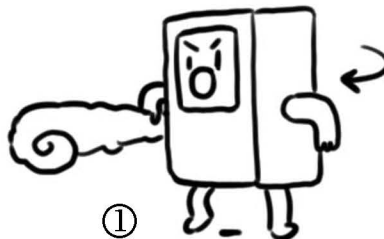
FB/ HA - HA!!

FB/ THIS IS THE WAY IT HAS TO BE²MO.

Action:

-FB BRANDISHES SHILLELAGH.

Timing:



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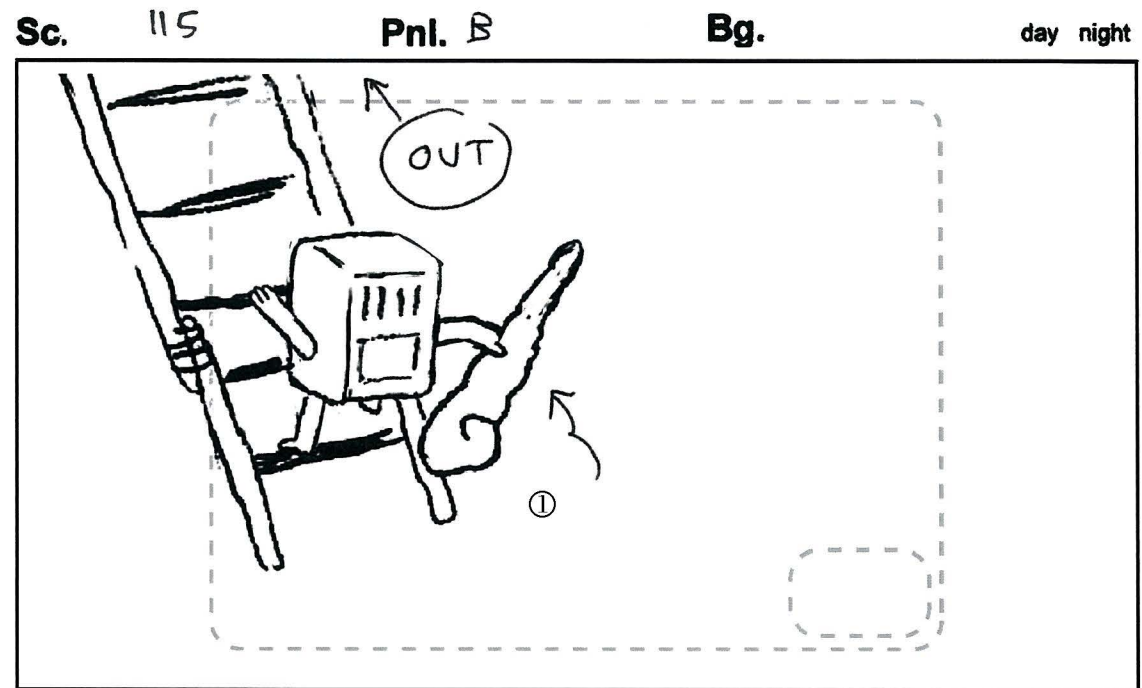
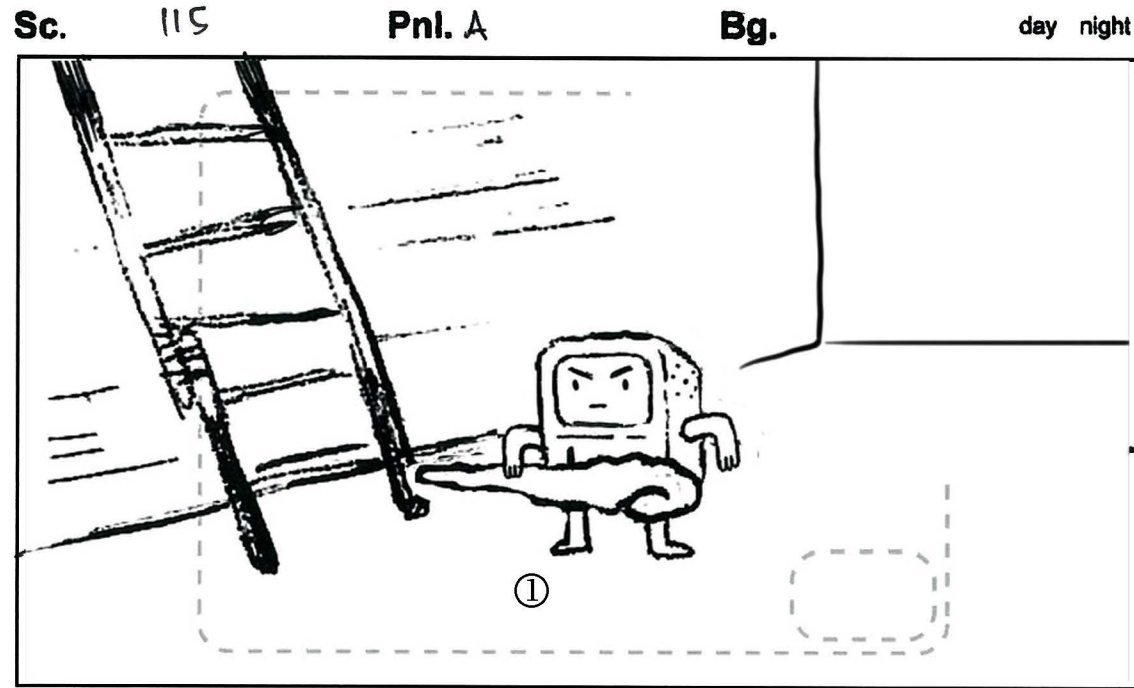
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

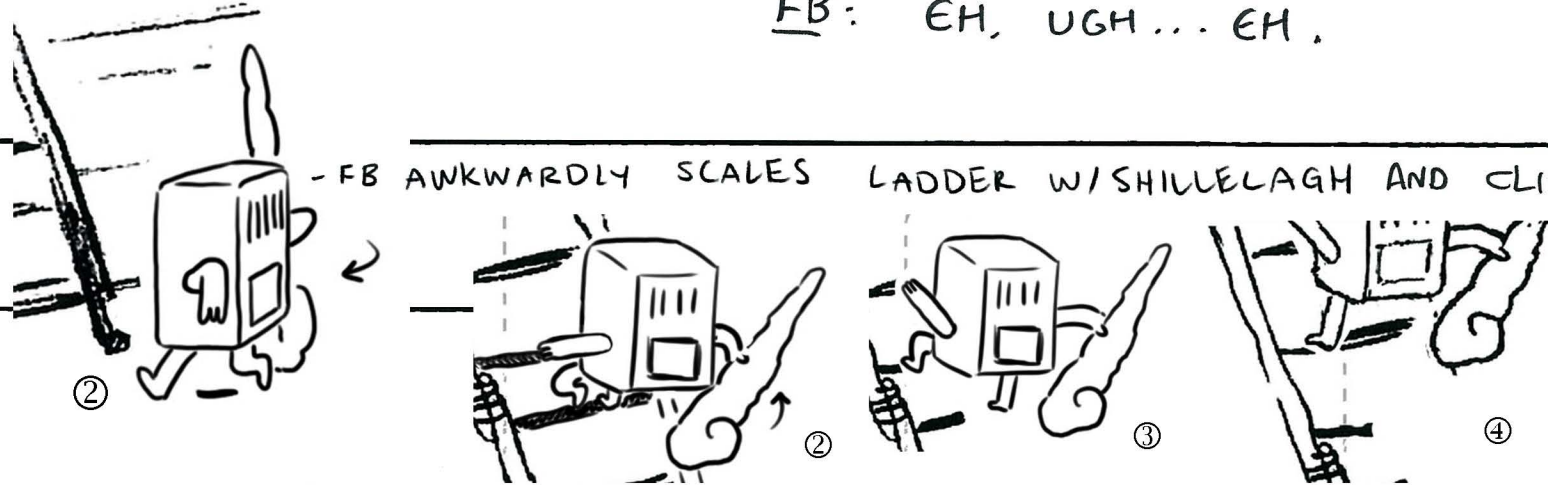
FB: EH, UGH... EH.

Action:

* BEAT *

- FB AWKWARDLY SCALES LADDER W/SHILLELAGH AND CLIMBS OFF/IS.

Timing:



EPISODE # 1034-207

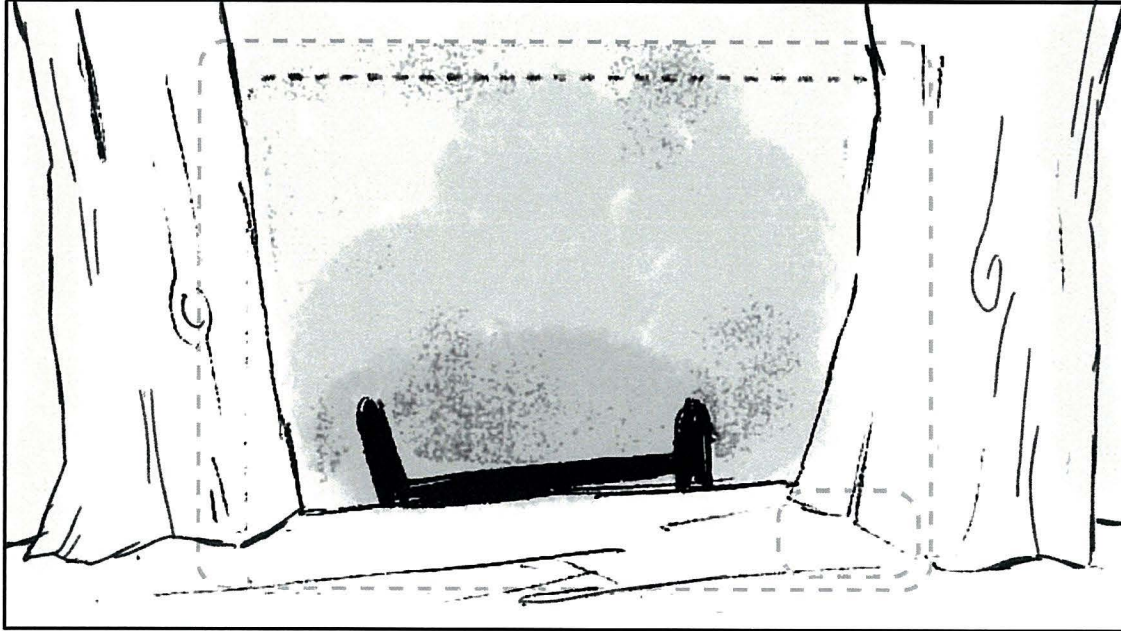
Production :

ADVENTURE TIME

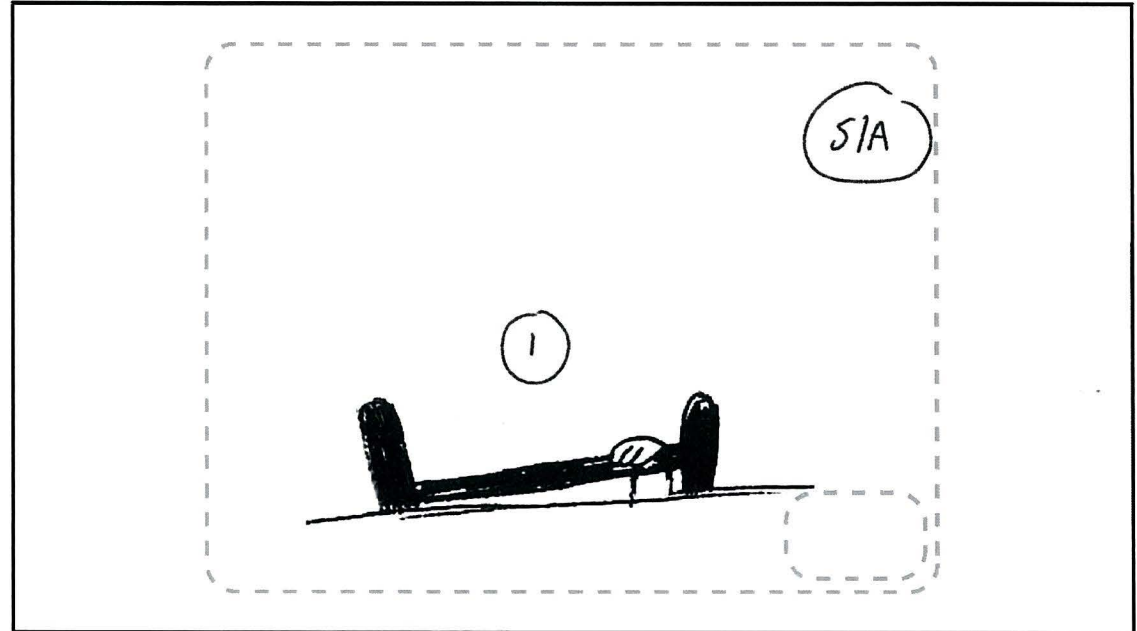


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Sc. 116 Pnl. A Bg. day night



Sc. 116 Pnl. B Bg. day night

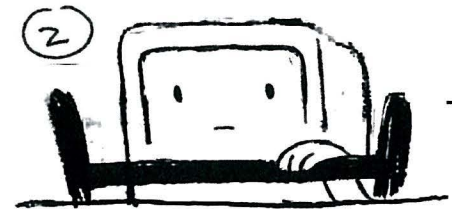


Dialog:

Action:

- FB CLIMBS UP ON/S.

Timing:



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EPISODE #

Production :

ADVENTURE TIME

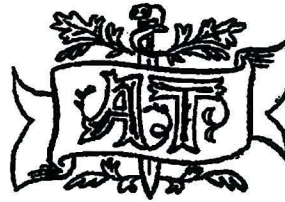


Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
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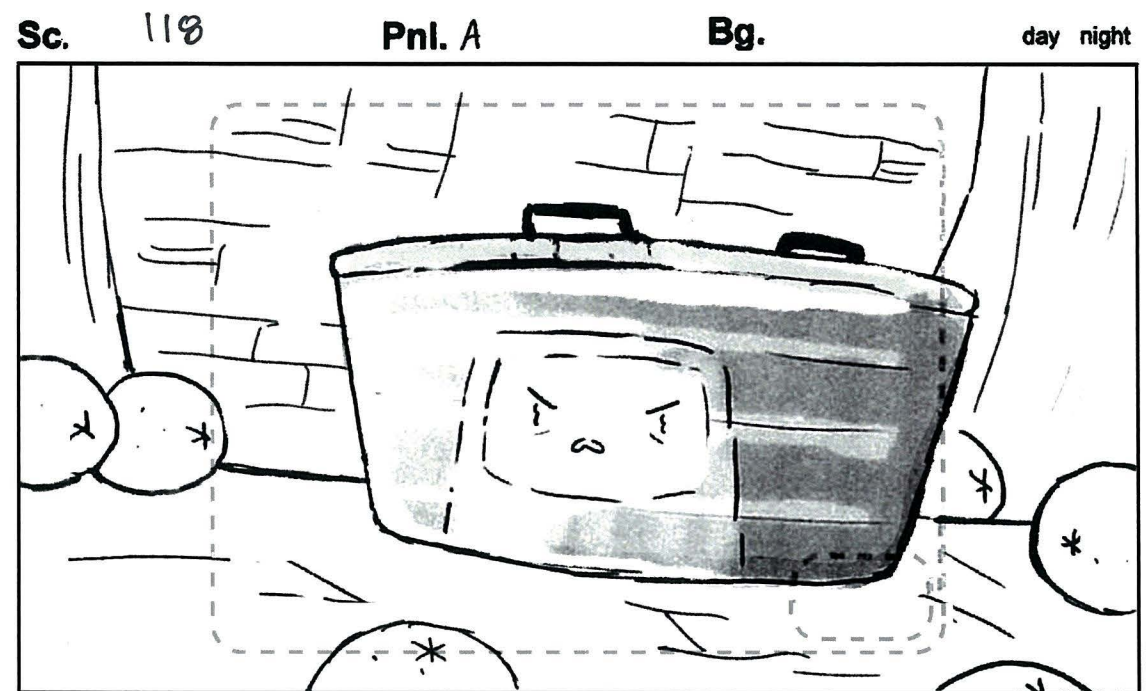
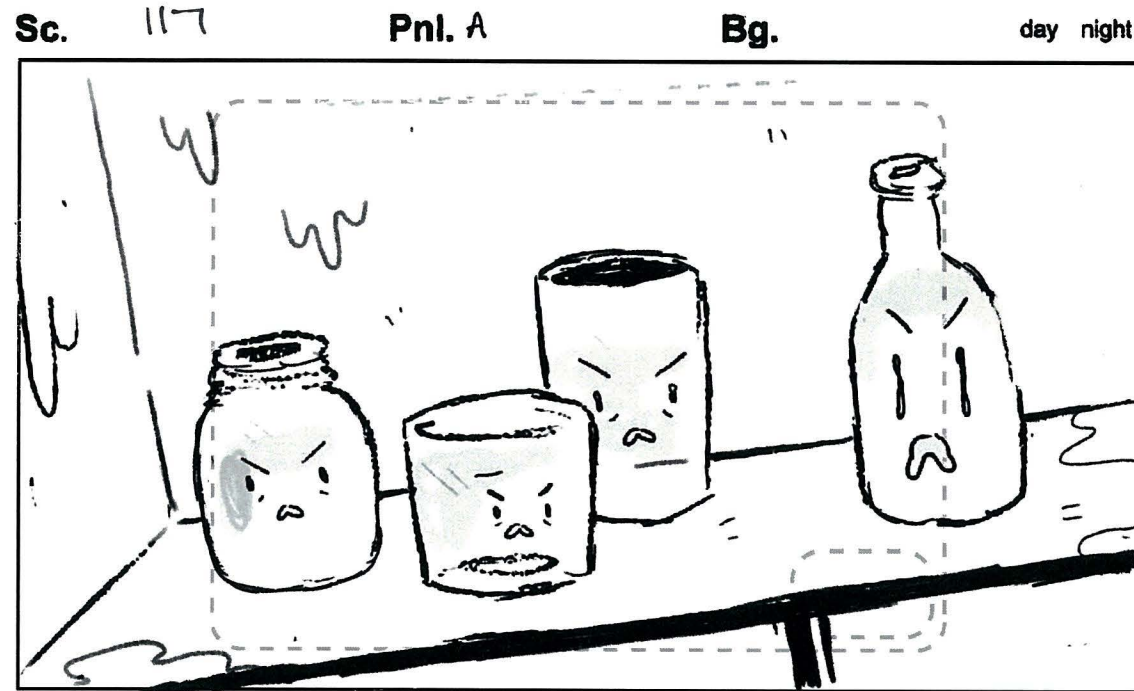
Dialog:
FB / * GAAASP * (SURPRISED / A LIL ANGRY) OH MY <u>GOSH</u>
Action:
~ FAST TRUCK IN AS FB GASPS
Timing:

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ADVENTURE TIME



Page 122



Dialog:

BMOS/ FOOT BAAAALL ~~~~~ FOOT BAAAALL ~~~~~

Action:

- BMO APPEARS IN
REFLECTIVE SURFACES
AROUND THE ROOM.

!!!

Timing:

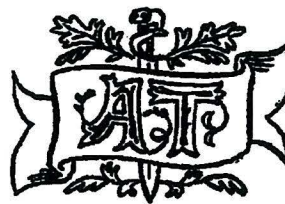
1034-207

EPISODE #

Production :

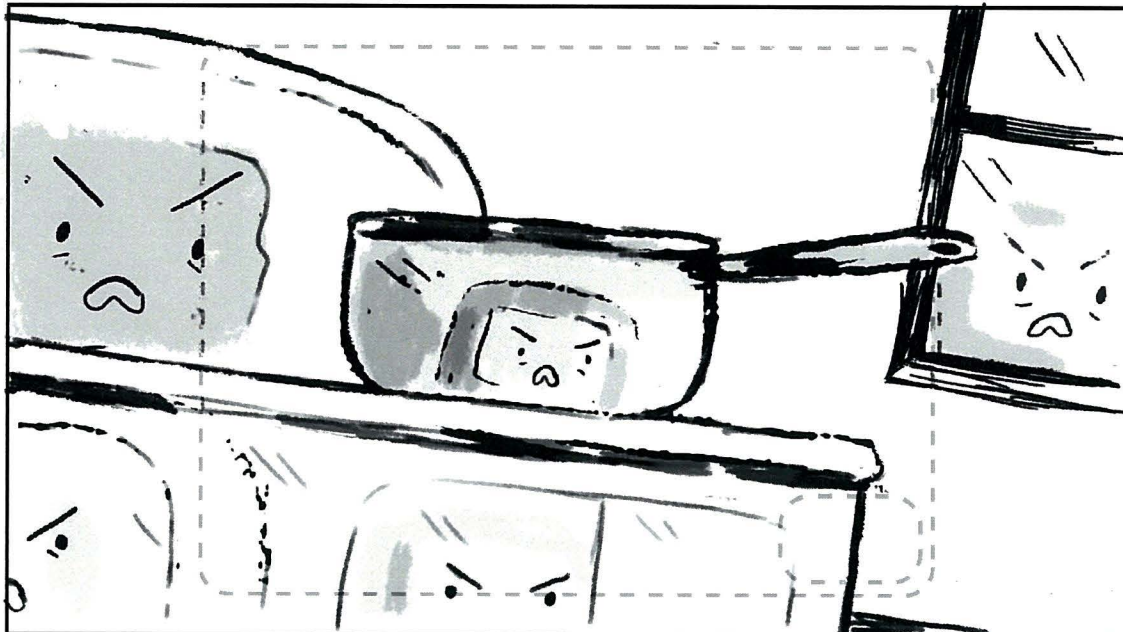
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ADVENTURE TIME

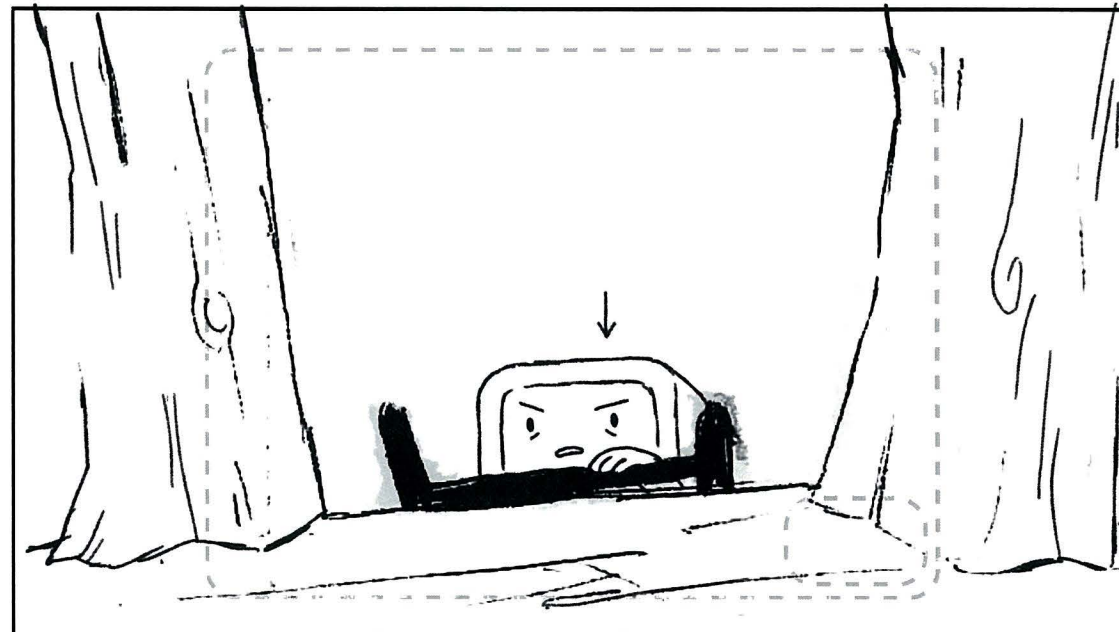


Page 123

Sc. 119 Pnl. A Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog:

BMO/-A A A L L

BMO/(OIS STILL CRYING OUT)

FOOTBALL ~

Action:

- FB WINDS UP

Timing:

1034-207

EPISODE #

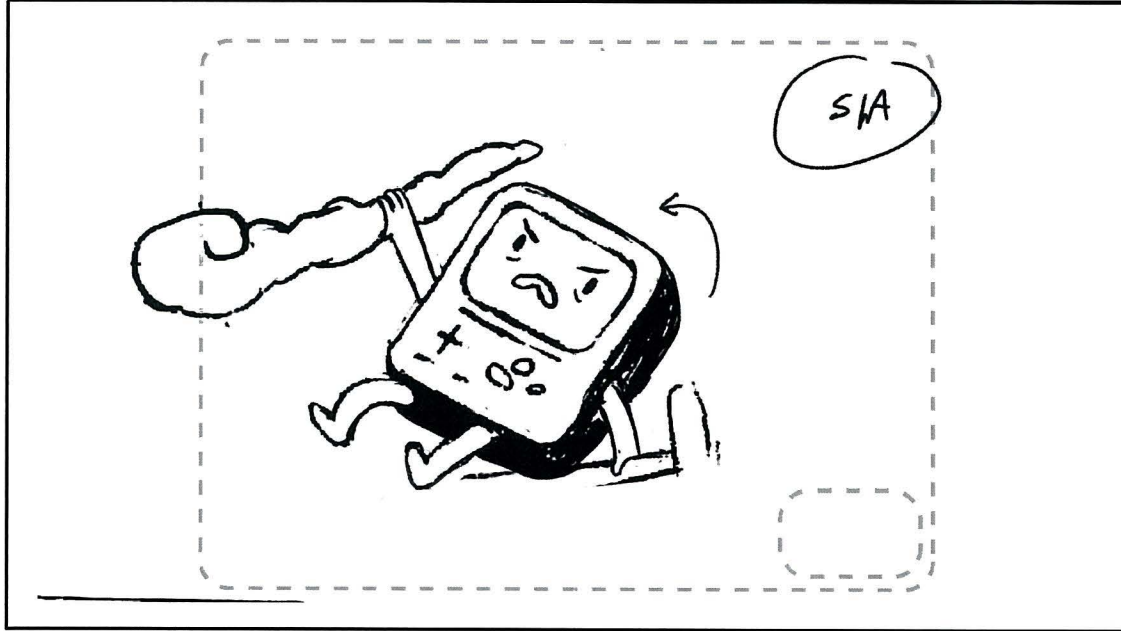
Production :

ADVENTURE TIME

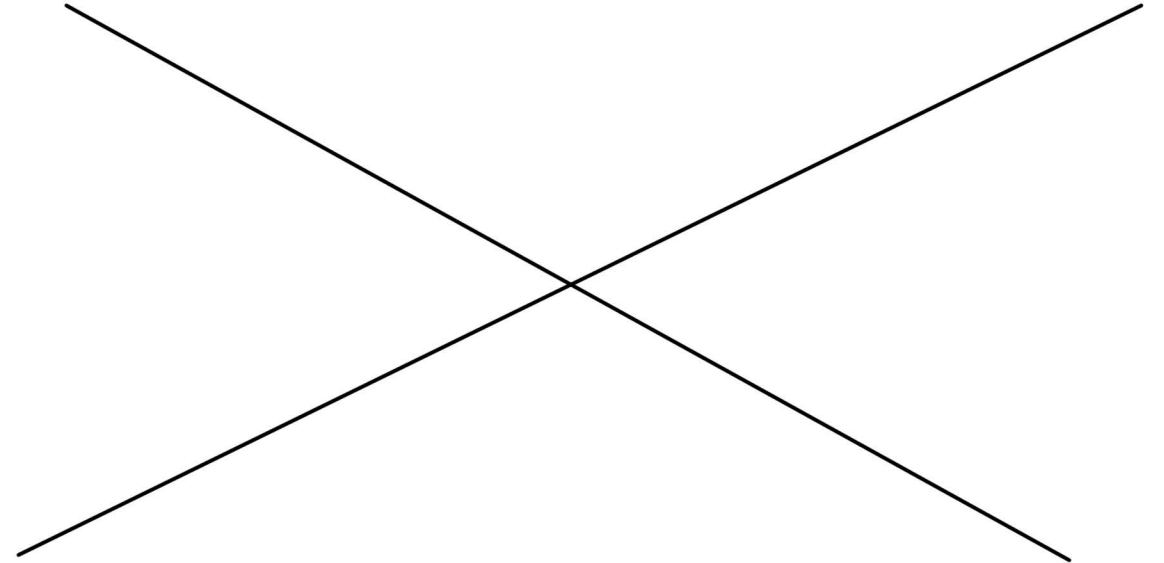


Page 124

Sc. 120 Pnl. Bg. day night



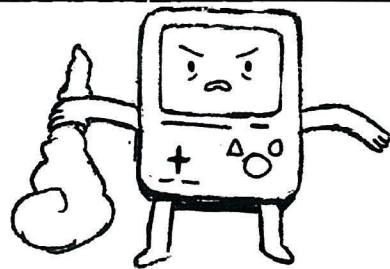
Sc. Pnl. Bg. day night



Dialog:

FB / HUP!

Action:



FB HOPS UP

Timing:

1034-207

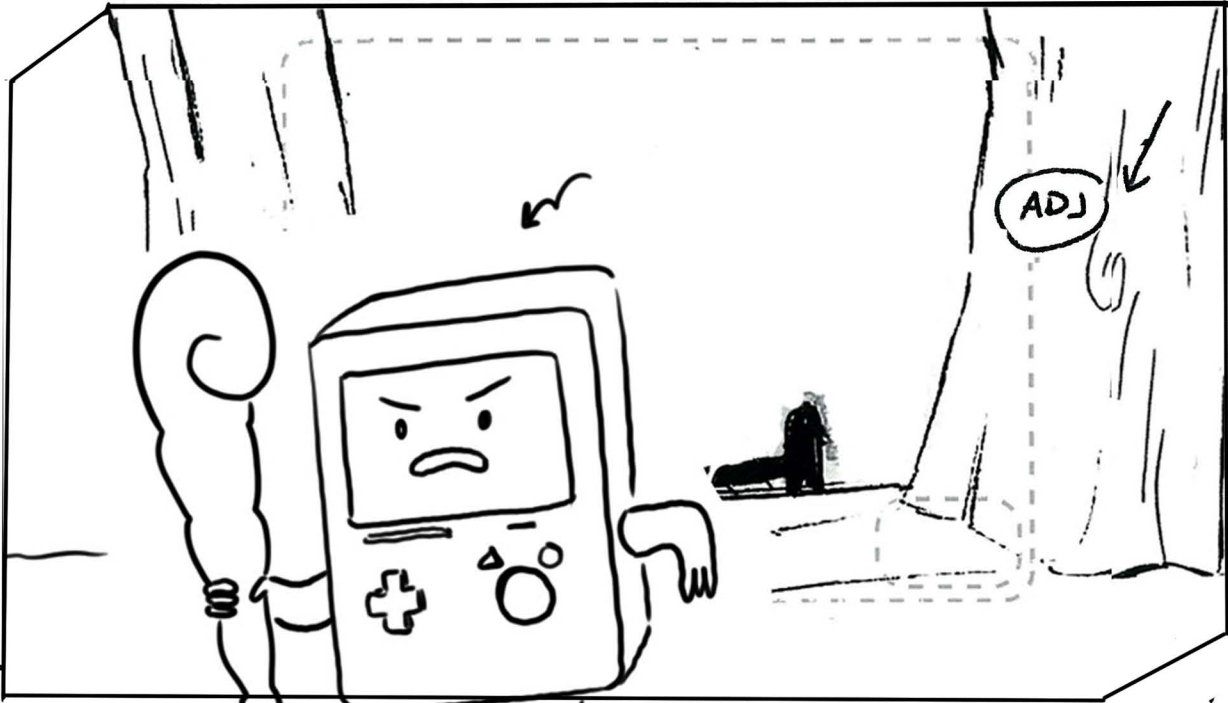
EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 120 Pnl. C Bg. day night



Dialog:

FB/ Sorry

Action:

-FB CHARGES FORWARD
ADJ, W/ ACTION

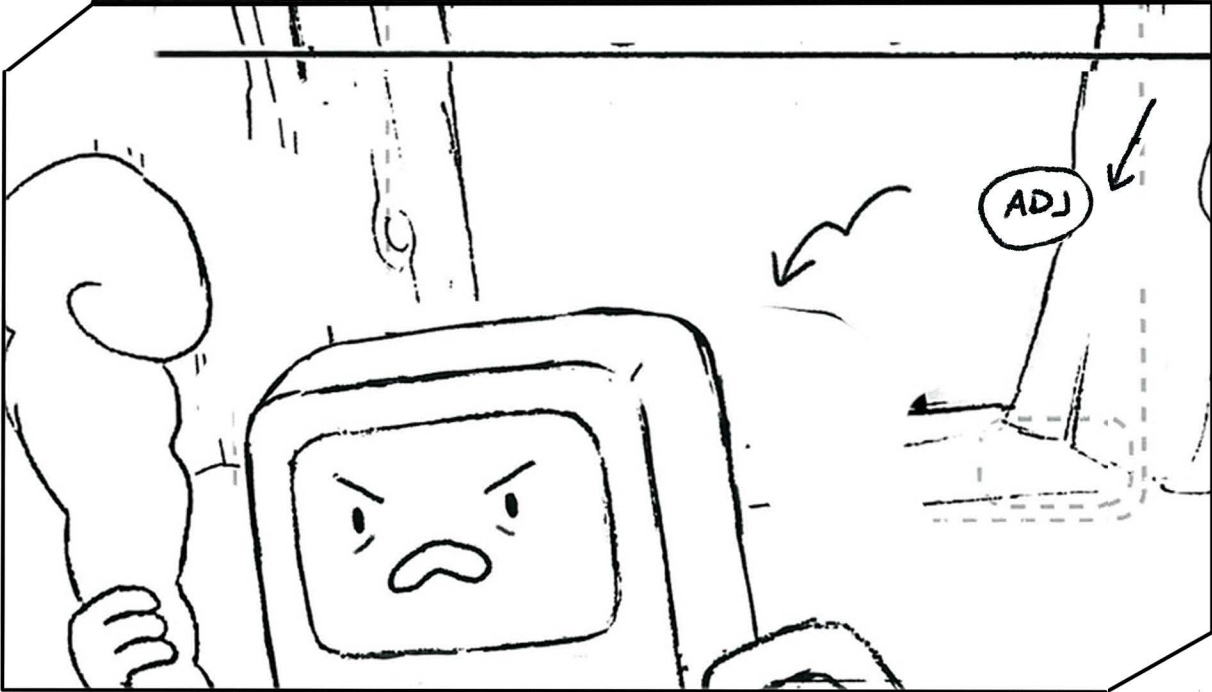
Timing:

1034-207
EPISODE #
Production :

ADVENTURE TIME



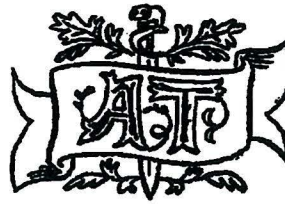
Sc. Pnl. Bg. day night Sc. 120 Pnl. D Bg. day night



Dialog:	FB/ BMO!
Action:	-FB CHARGES FORWARD ADJ, W/ ACTION
Timing:	

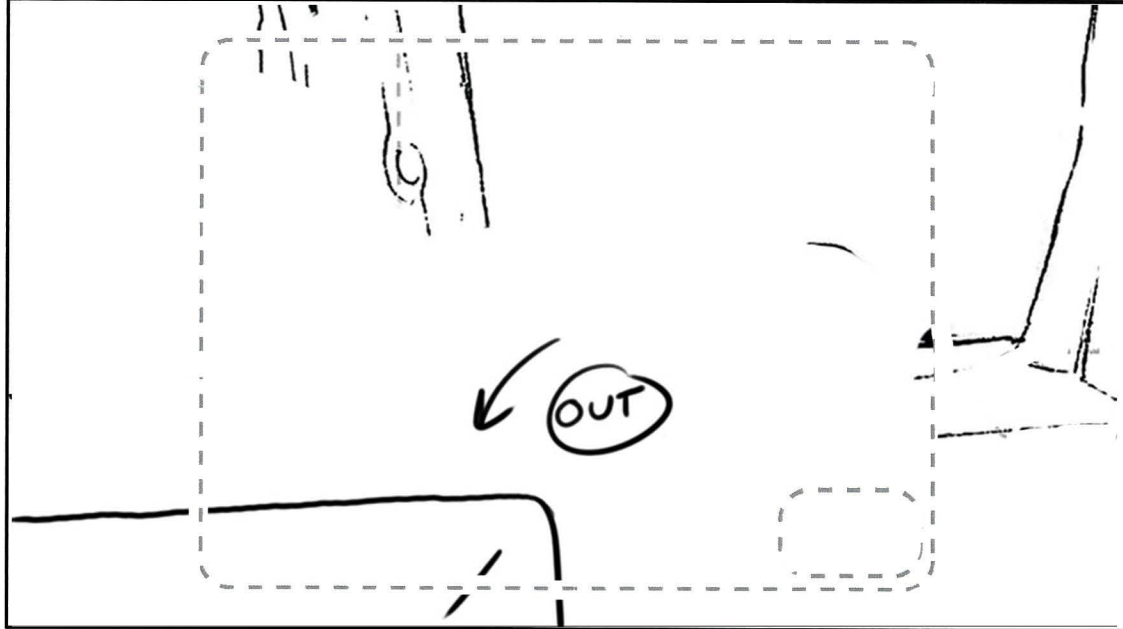
1034-207
EPISODE #
Production :

ADVENTURE TIME

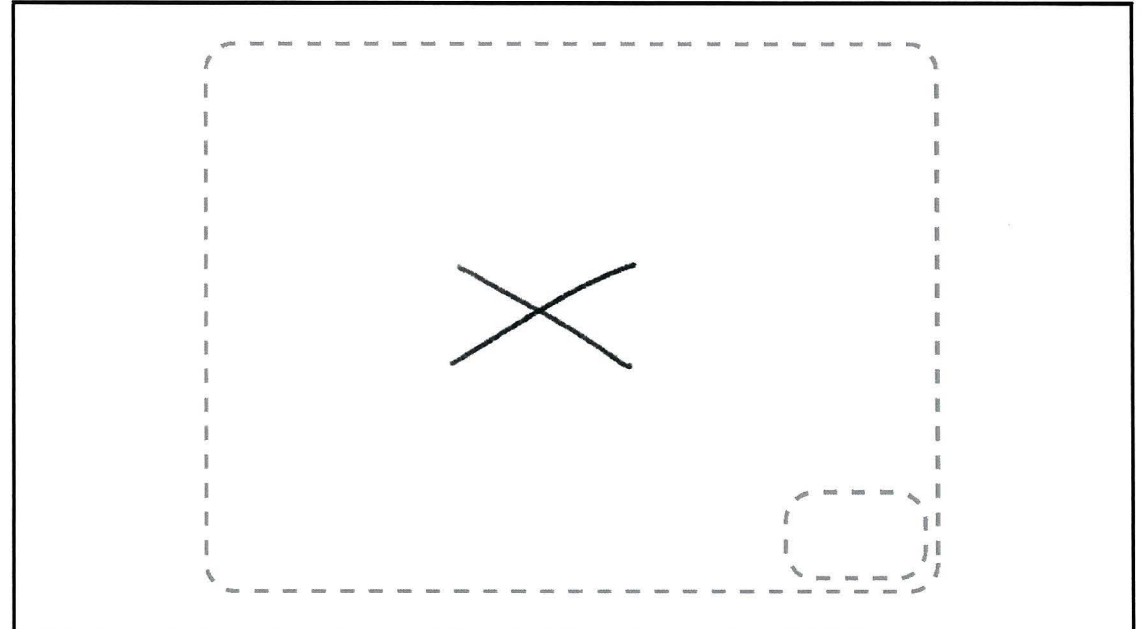


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Sc. 120 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

- FB RUNS TOWARDS CAM
& OUT OF FRAME

Timing:

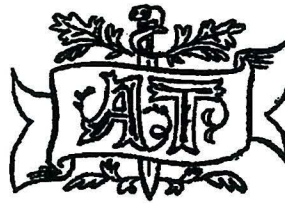
EPISODE #

1034-207

Production :

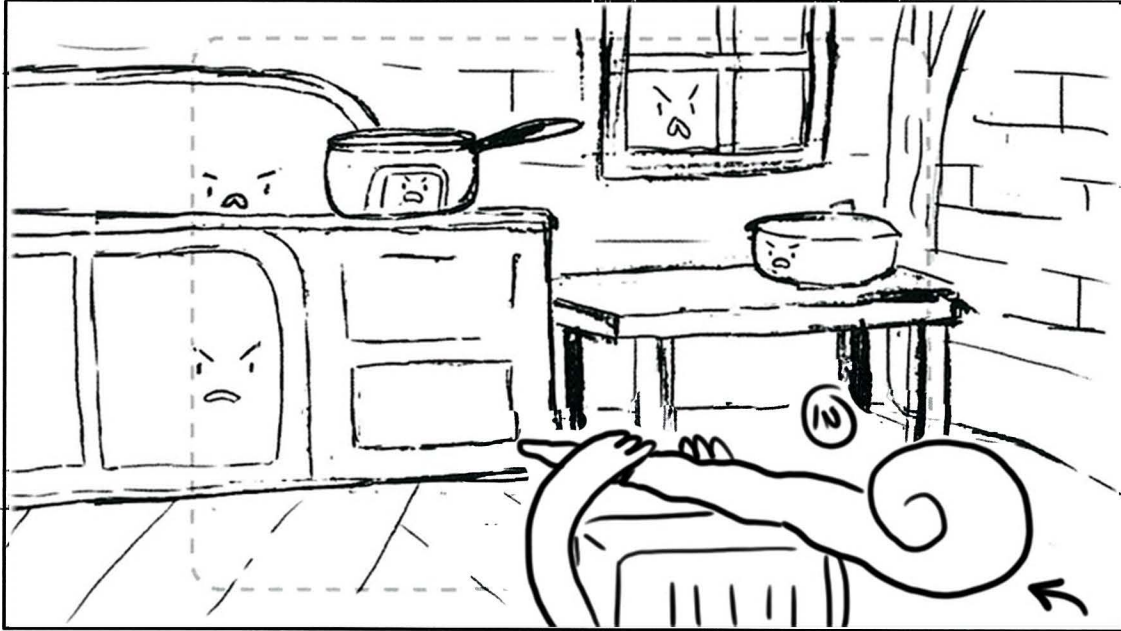
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ADVENTURE TIME



Page 126

Sc. 121 Pnl. A Bg. day night



Sc. 121 Pnl. B Bg. day night



Dialog:

FB / RAAAH!

Action:

- FB CHARGES ON/S.

Timing:

1034-207

EPISODE #

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ADVENTURE TIME



Sc. 121 Pnl. C Bg. day night

Sc. 121 Pnl. D Bg. day night

Dialog:	SFX/ * SMASH!*	BMO's: Football
Action:	SLAMS SHILLELAGH IN TO OVEN DOOR	_ FB RUNS OFF / S
Timing:		

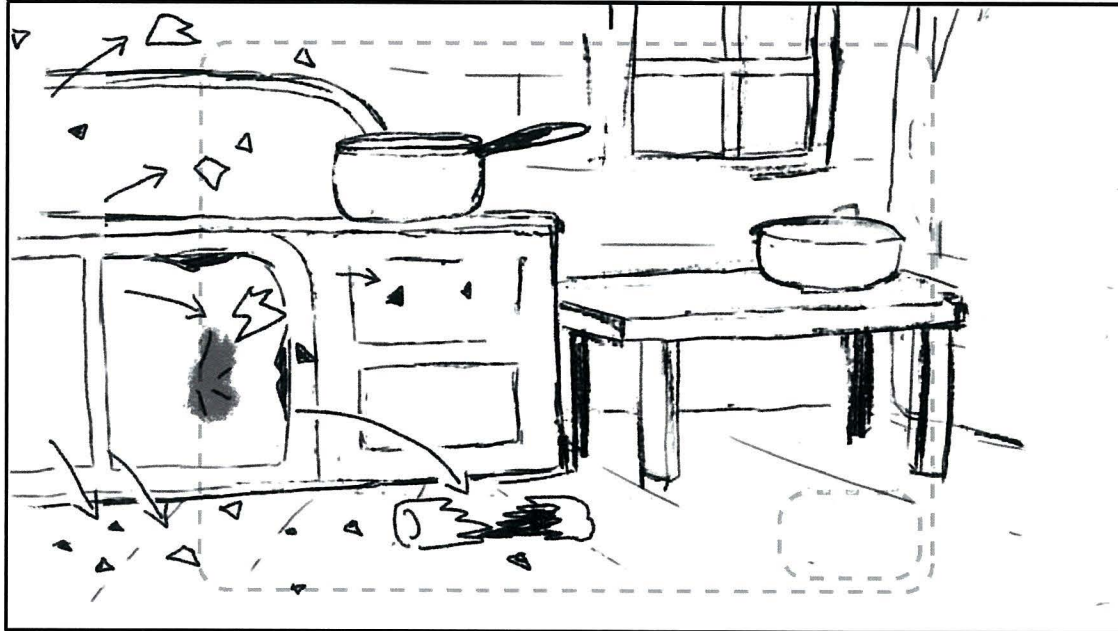
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ADVENTURE TIME

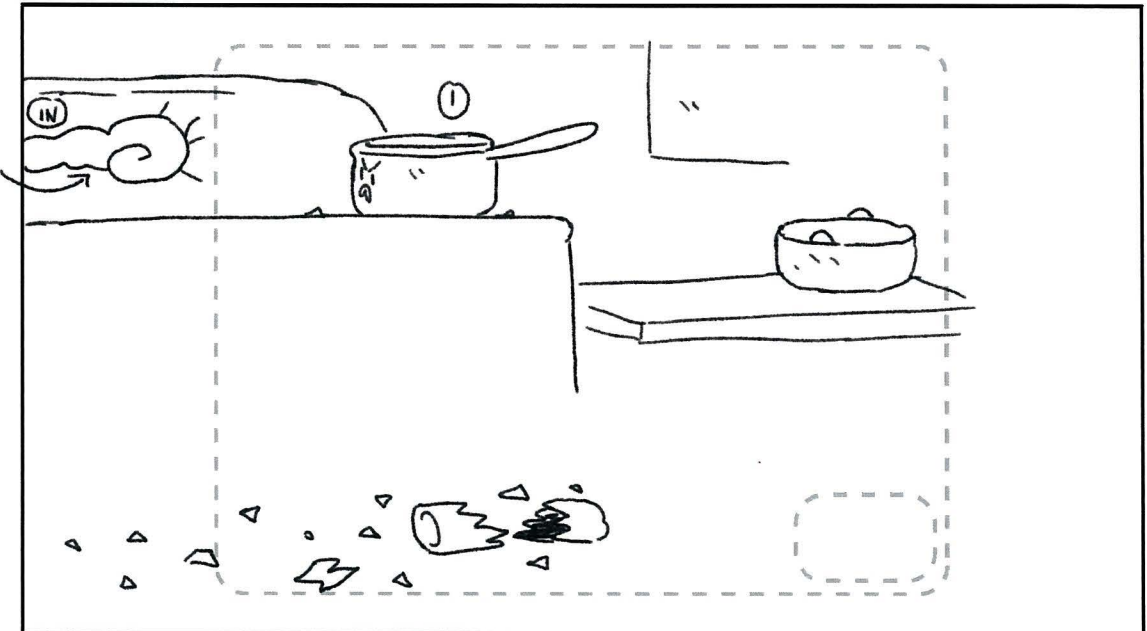


Page 128

Sc. 121 Pnl. E Bg. day night



Sc. 121 Pnl. F Bg. day night



Dialog:

BMO's: don't do it!

SFX / (O/S) CLANG, SMASH, CLATTER, ETC

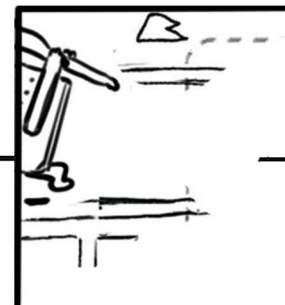
FB : [ATTACK WALLA]

SFX / * SMASH! *

Action:

DEBRIS FROM O/S

Timing:



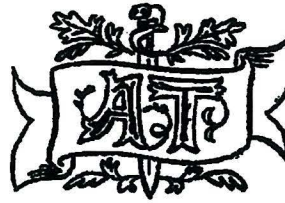
- SHILLELAGH IN

1034-207

EPISODE #

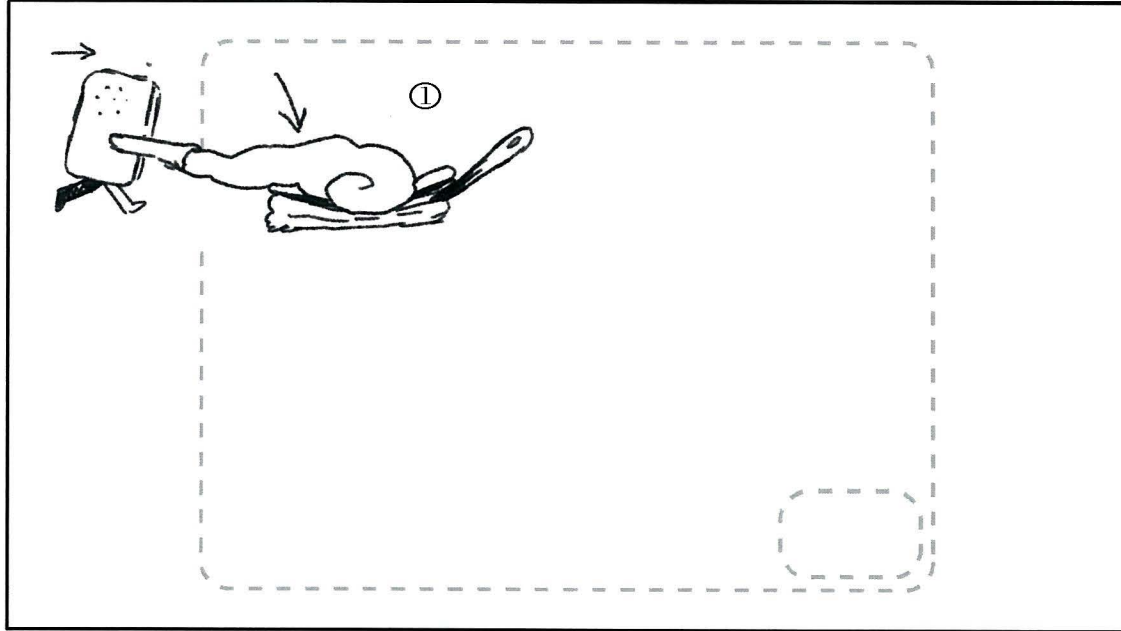
Production :

ADVENTURE TIME

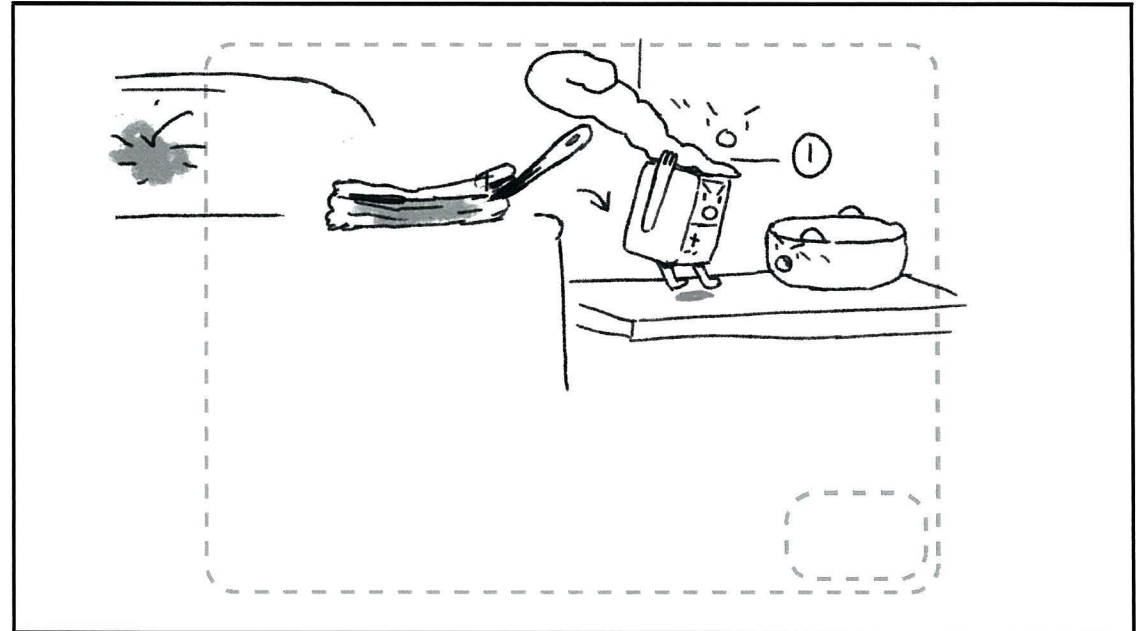


Page 129

Sc. 121 Pnl. 6 Bg. day night



Sc. 121 Pnl. H Bg. day night



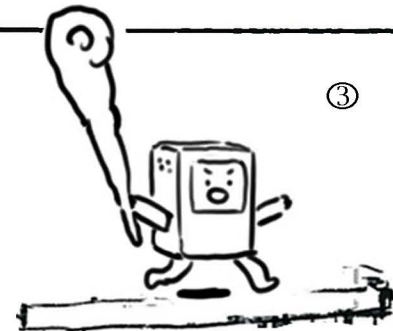
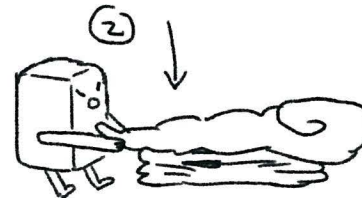
Dialog:

SFX / SMASH!

SFX / SMASH!!
Football: [attack walla]

Action:

Timing:



1034-207

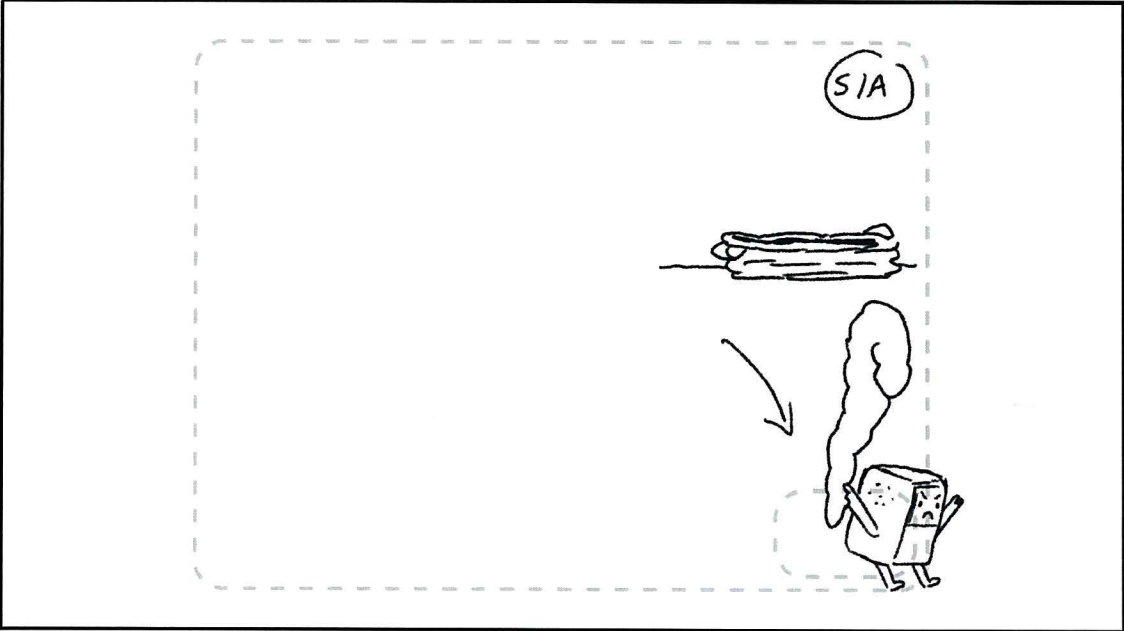
EPISODE #

Production :

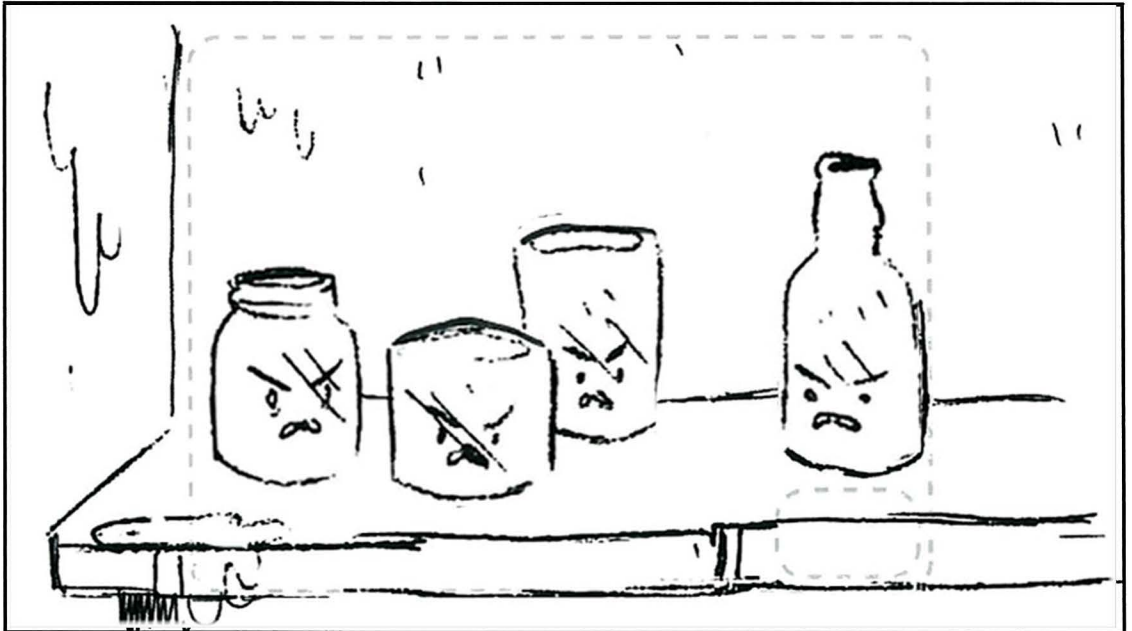
ADVENTURE TIME



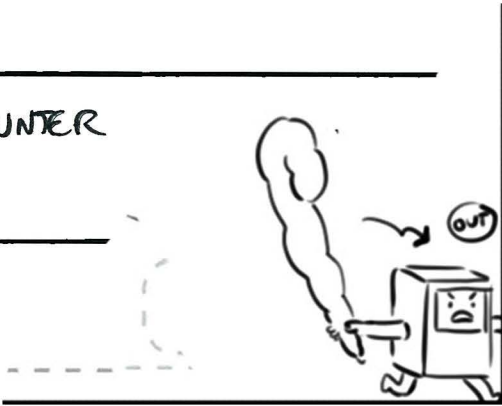
Sc. 121 Pnl. I Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog:	
Action:	-FB HOPS OFF COUNTER
Timing:	



EPISODE # 1034-207
Production :

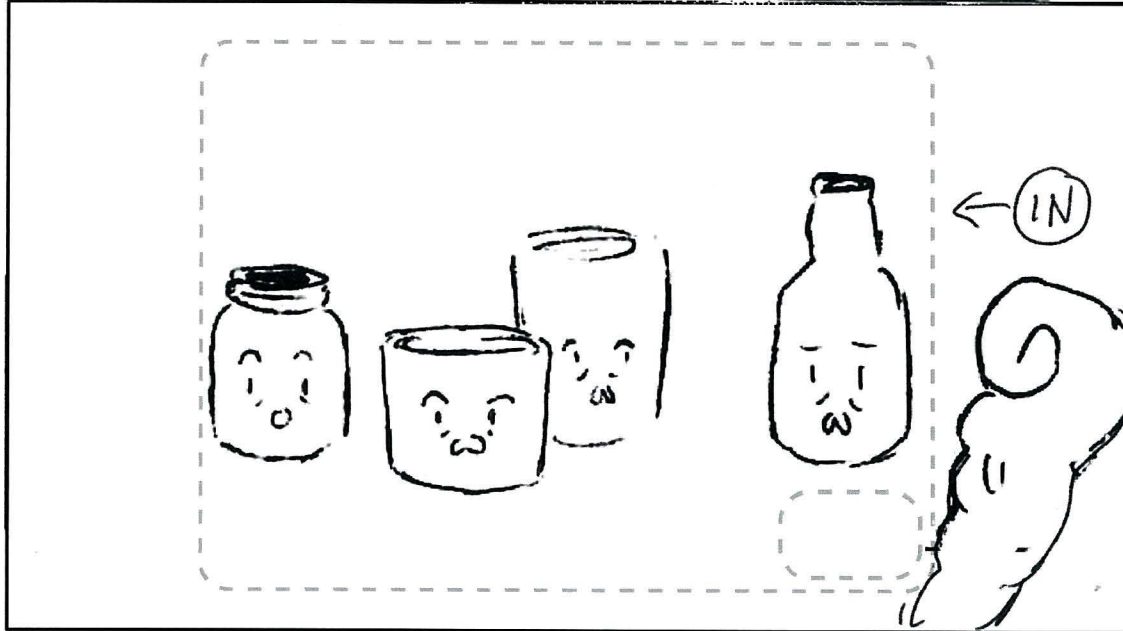
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ADVENTURE TIME

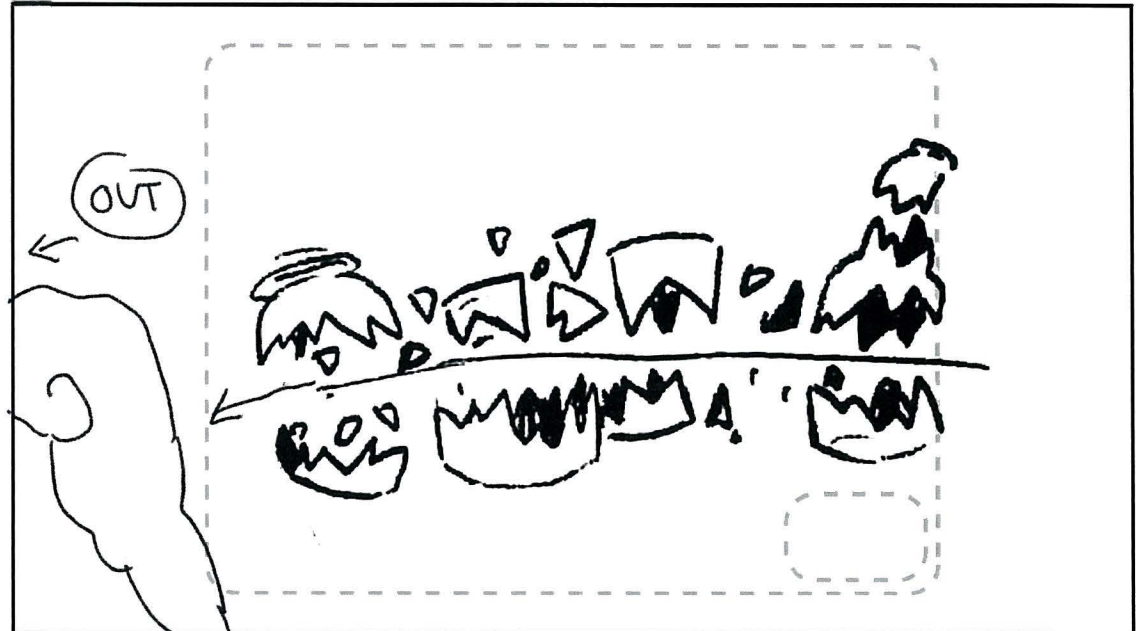


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Sc. 122 Pnl. B Bg. day night



Sc. 122 Pnl. C Bg. day night



Dialog:

BMOS : [GASP]

SFX/SMASH!

Action:

- SHILLELAGH SMASHES GLASSES

Timing:

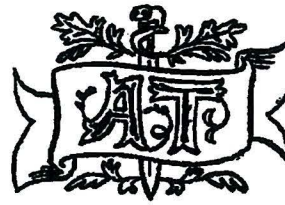
1034-207

EPISODE #

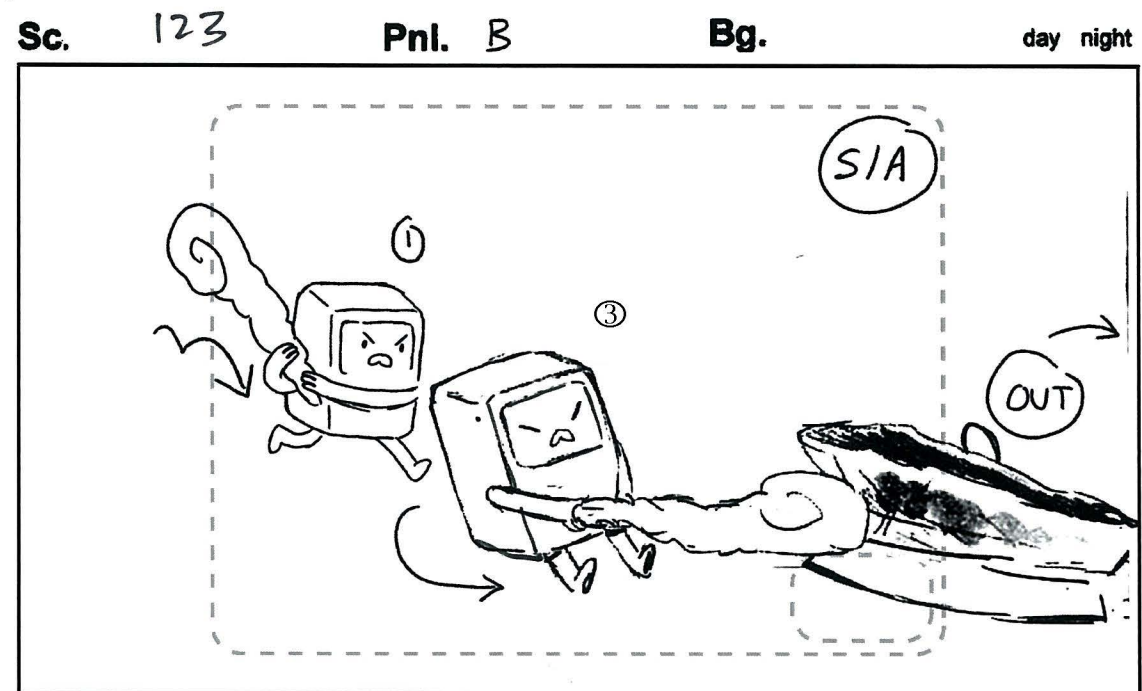
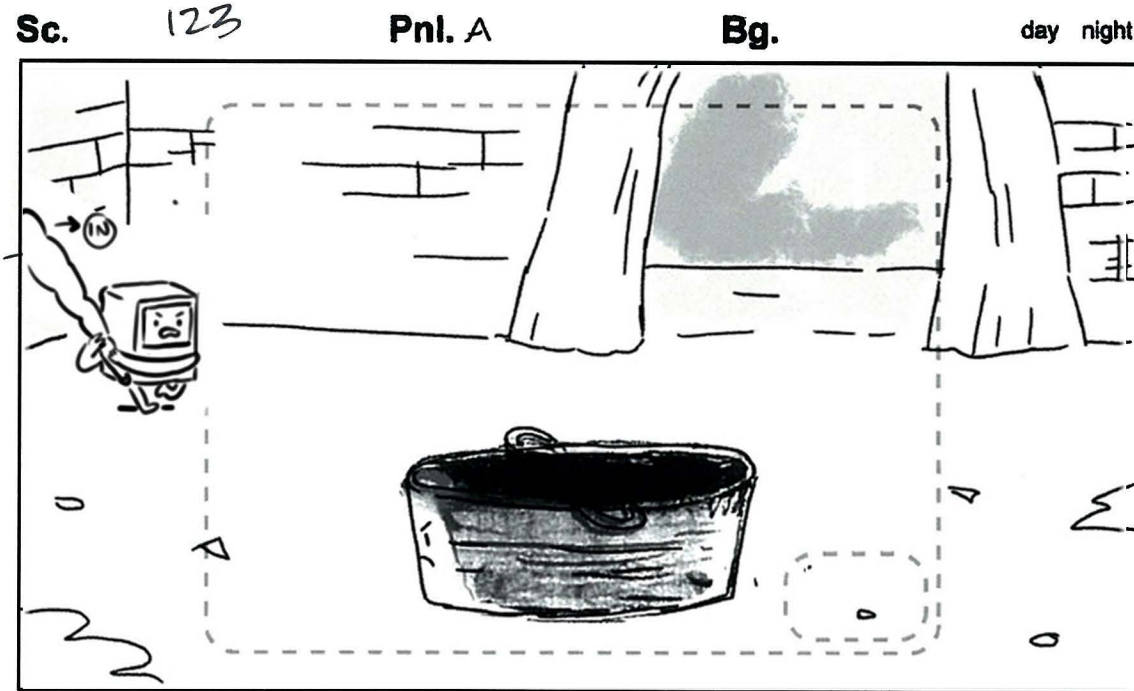
Production :

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ADVENTURE TIME



Page 132



Dialog:

FB/ RAHHH!
SFX/ SMASH! CLANG CLANG!

Action: - FB STALKS ON/S.
(WASH BASIN IN FG)

Timing:



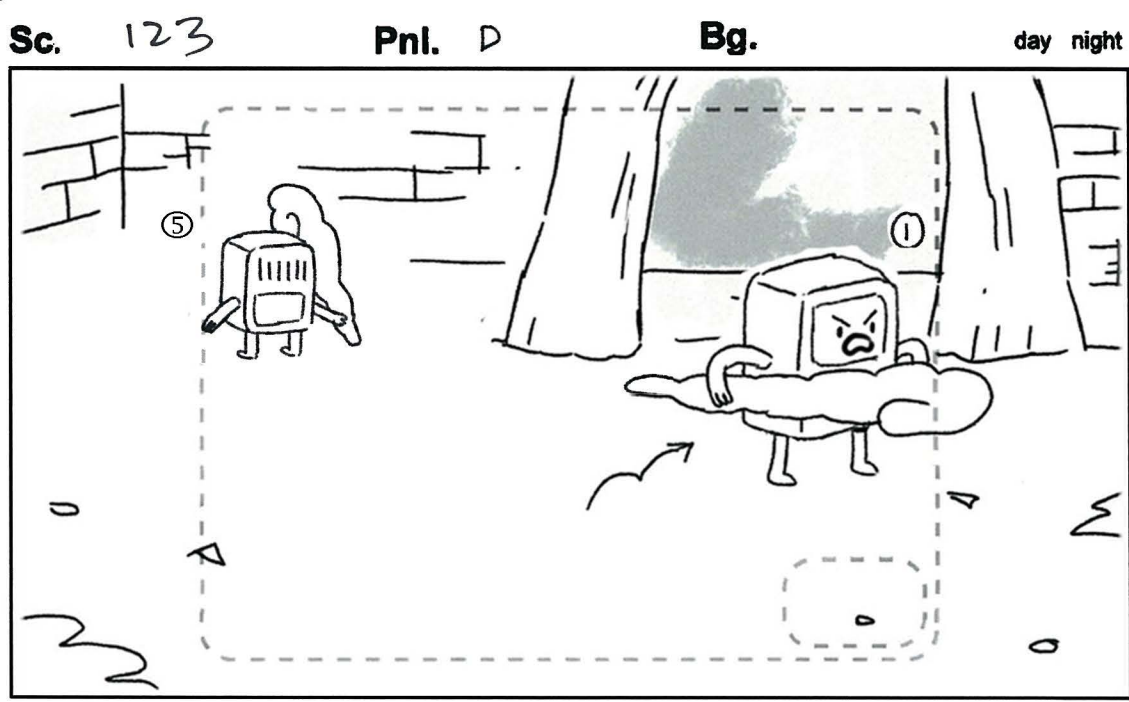
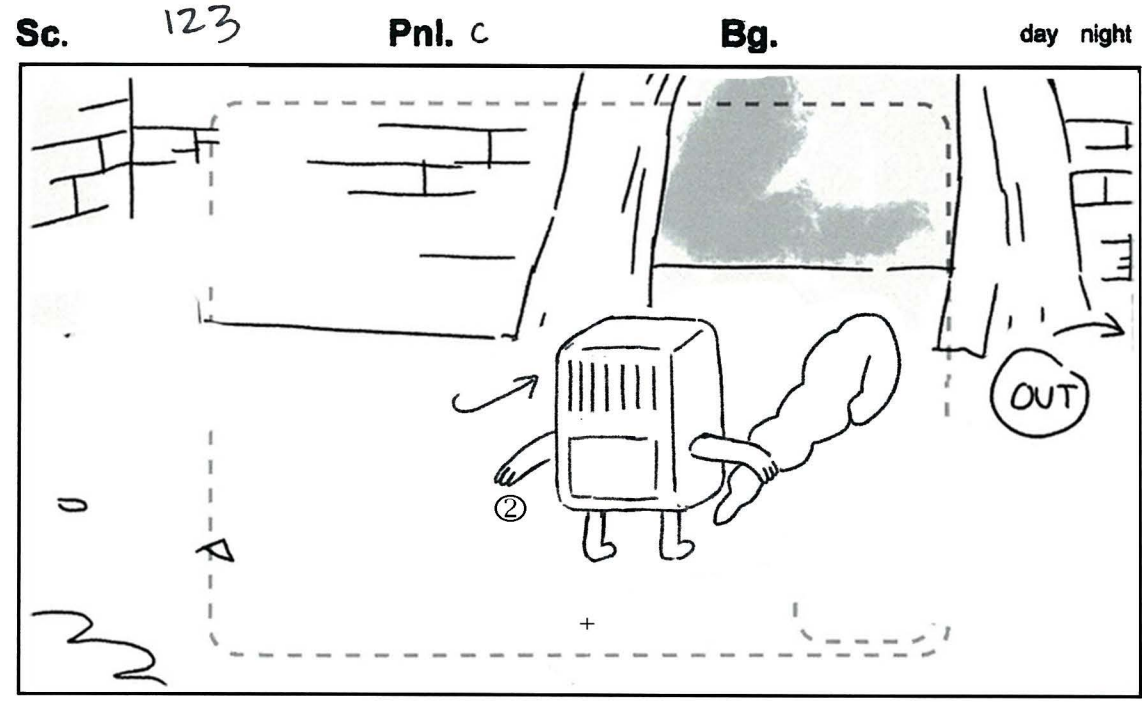
1034-207

EPISODE #

Production :

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ADVENTURE TIME



Dialog:

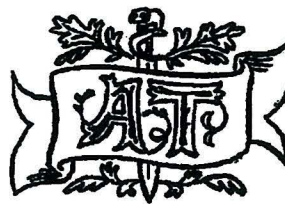
FB / * PANTING * HUFF HUFF

Action:

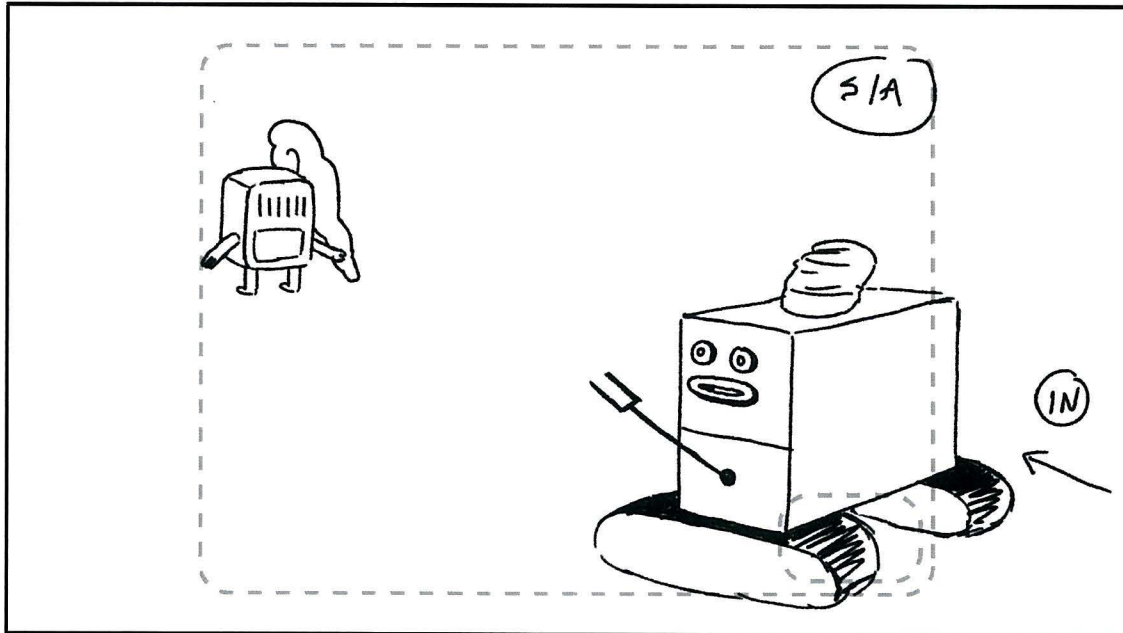
FB PACES

1034-207
EPISODE #
Production :

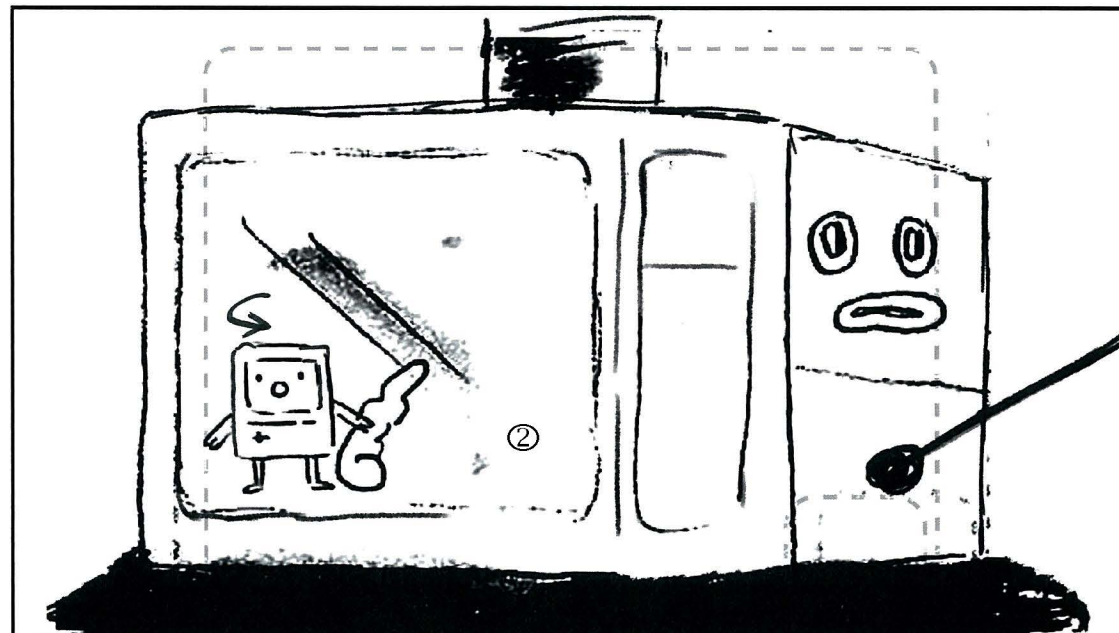
ADVENTURE TIME



Sc. 123 Pnl. E Bg. day night



Sc. 124 Pnl. A Bg. day night



Dialog:

FB/ HUFF HUFF
NEPTR/ BMO? WHAT'S GOING ON
IN HERE?

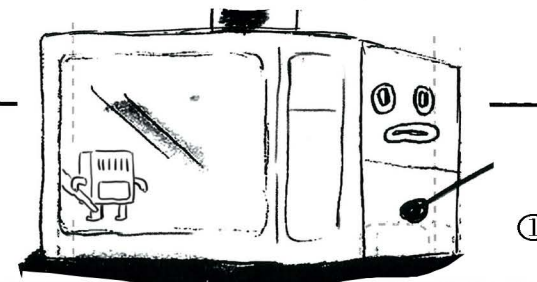
NEPTR/ BMO?

Action:

- NEPTR ROLLS ON/S.

- REFLECTION of FB IN NEPTR'S DOOR.
- FB TURNS.

Timing:



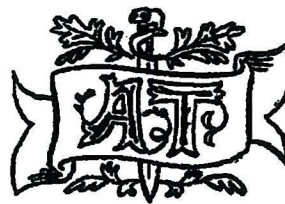
1034-207

EPISODE #

Production :

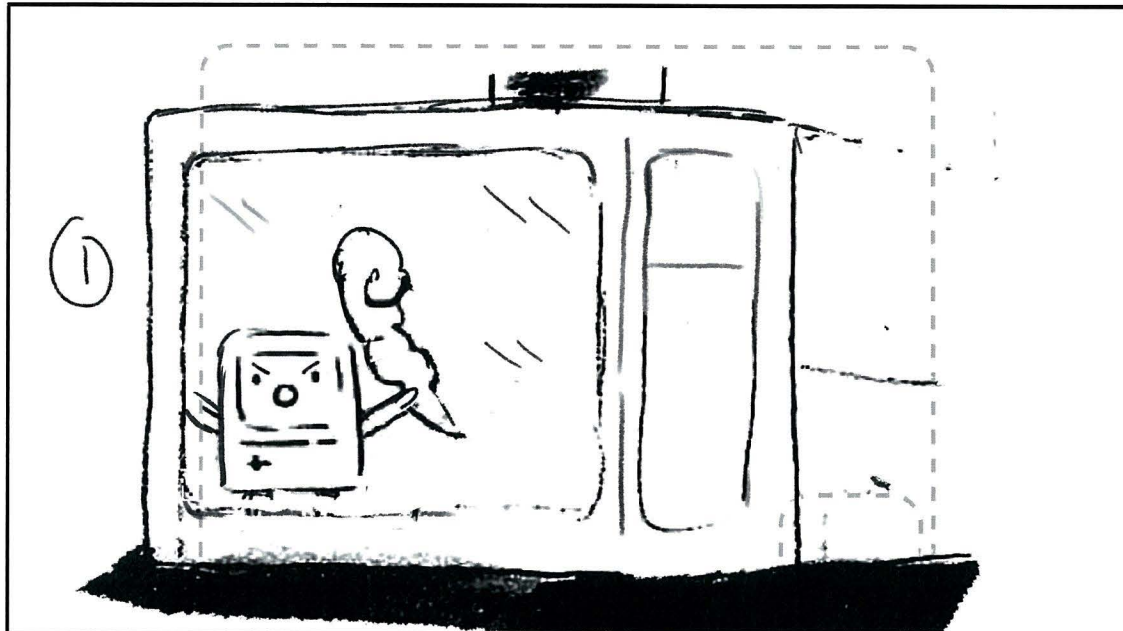
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ADVENTURE TIME

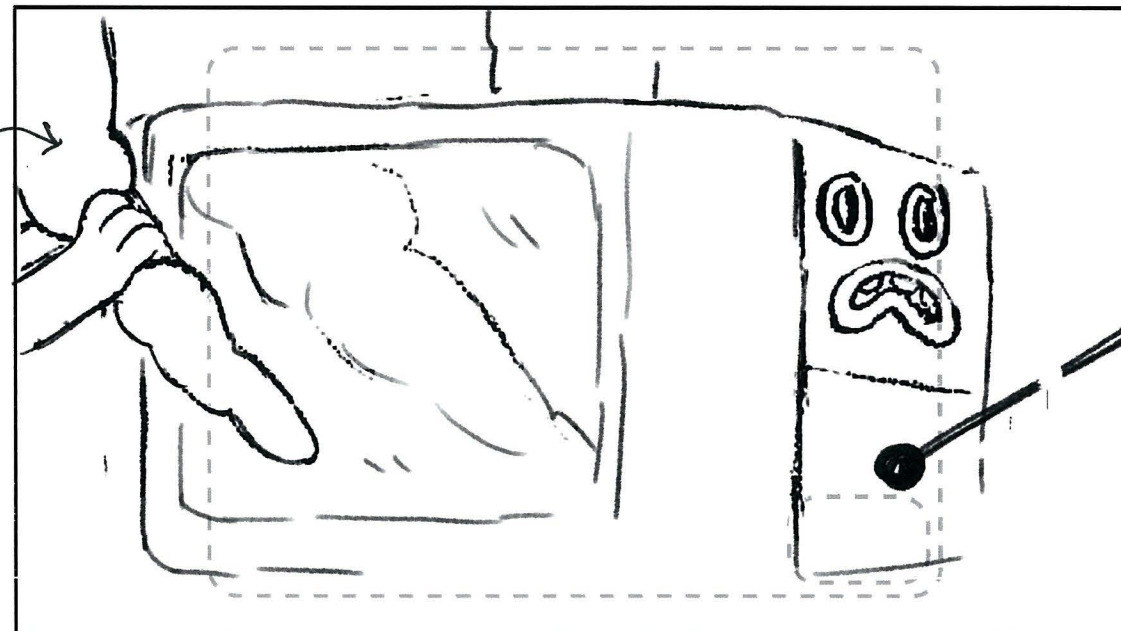


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Sc. 124 Pnl. B Bg. day night



Sc. 124 Pnl. C Bg. day night

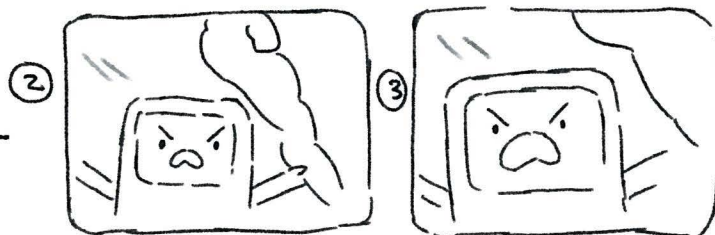


Dialog:

FB / RAA AHHH!

N) BMO?!

Action:



- FB RUSHES
NEPTR

- SHILLELAGH SWINGS

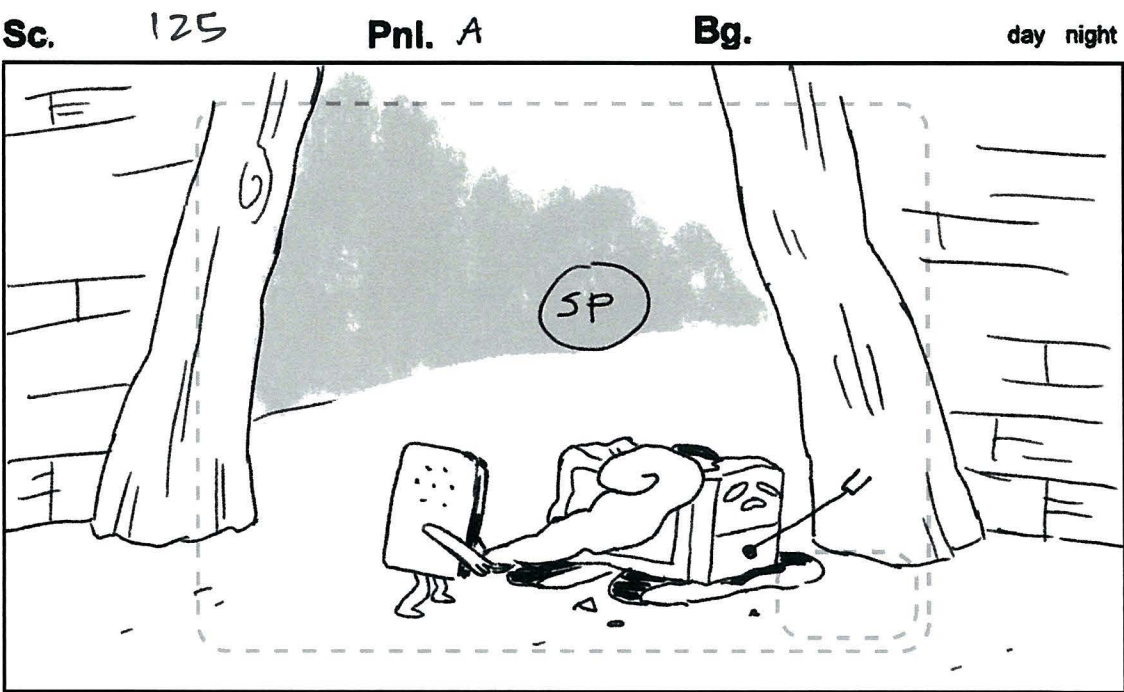
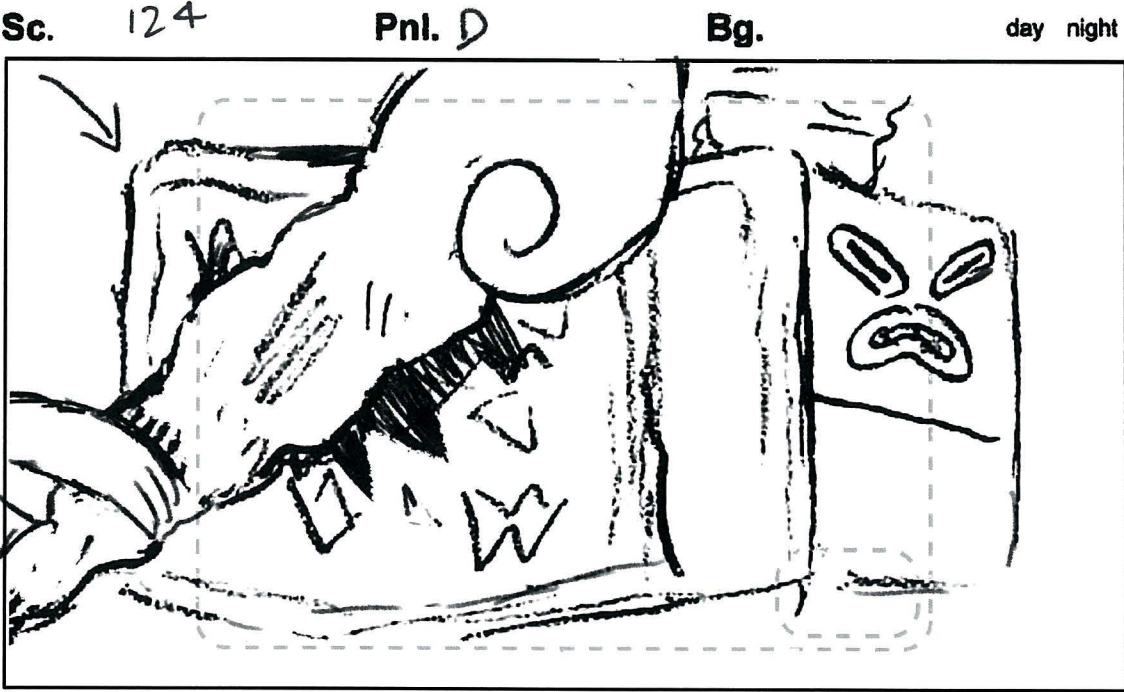
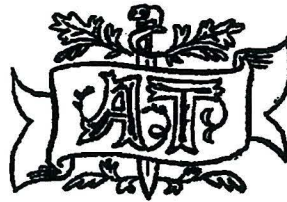
Timing:

1034-207

EPISODE #

Production :

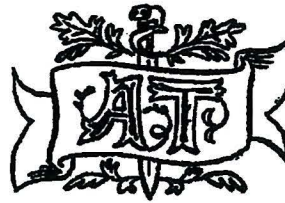
ADVENTURE TIME



Dialog:	SFX / SMASH! N / AAHH!	N / BMO WHY!
Action:	-FB SMASHES DOOR	
Timing:		

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ADVENTURE TIME



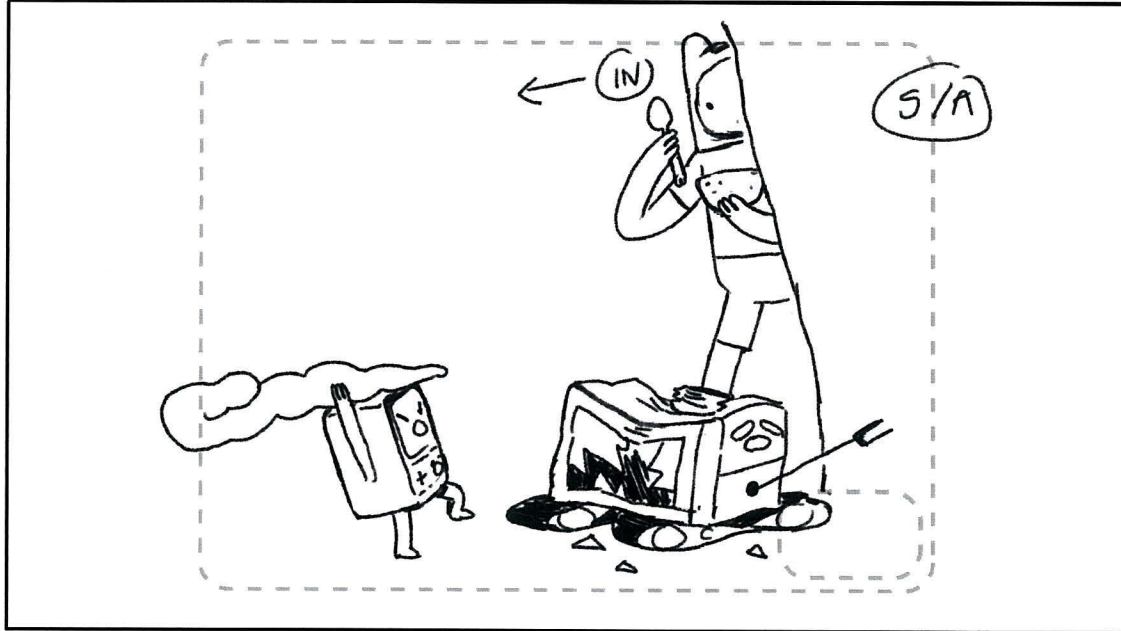
Page 137

Sc. 125

Pnl. B

Bg.

day night

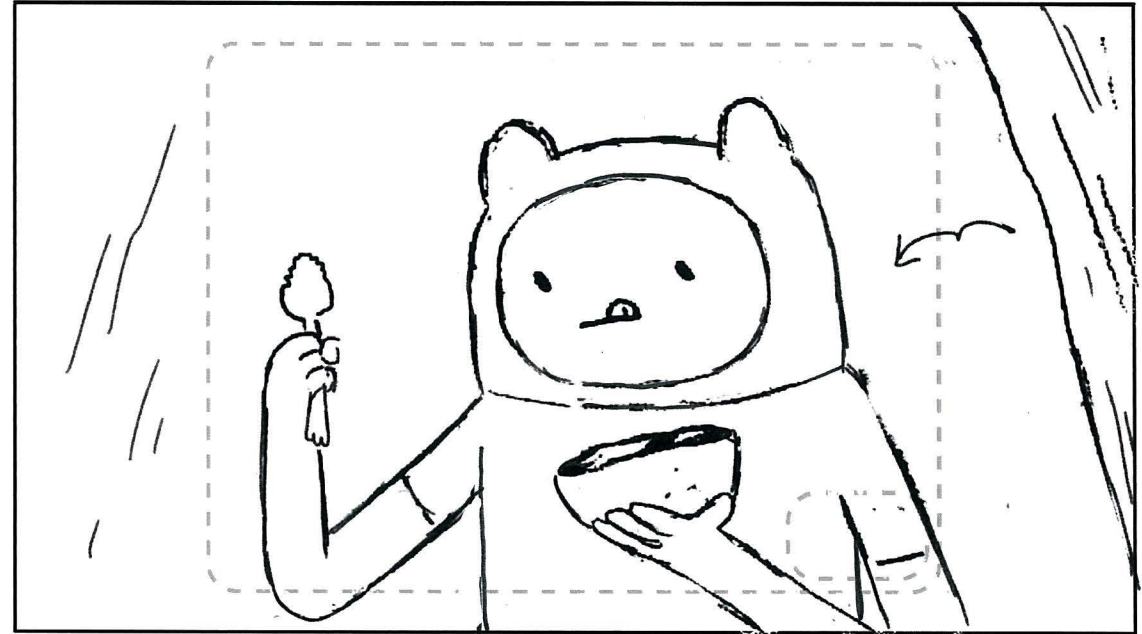


Sc. 126

Pnl. A

Bg.

day night



Dialog:

FB / RAHH!

F / * HUMMING TO HIMSELF *

Action:

- F. WALKS ON/S.

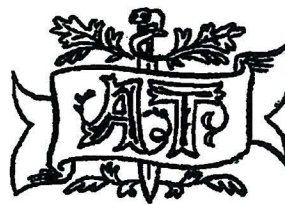
Timing:

1034-207

EPISODE #

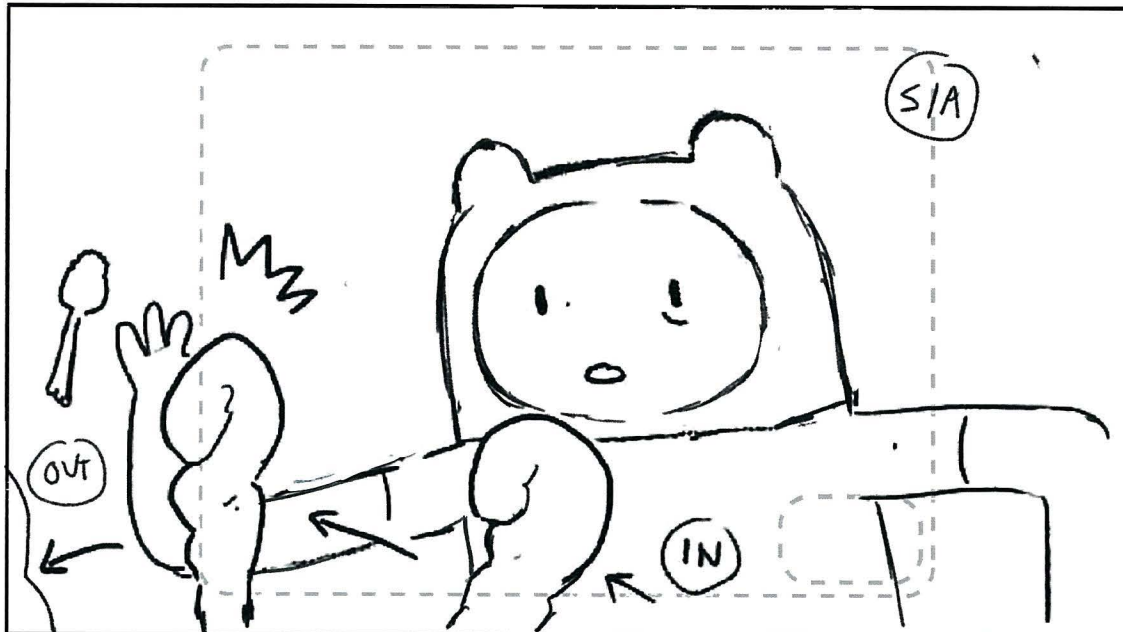
Production :

ADVENTURE TIME

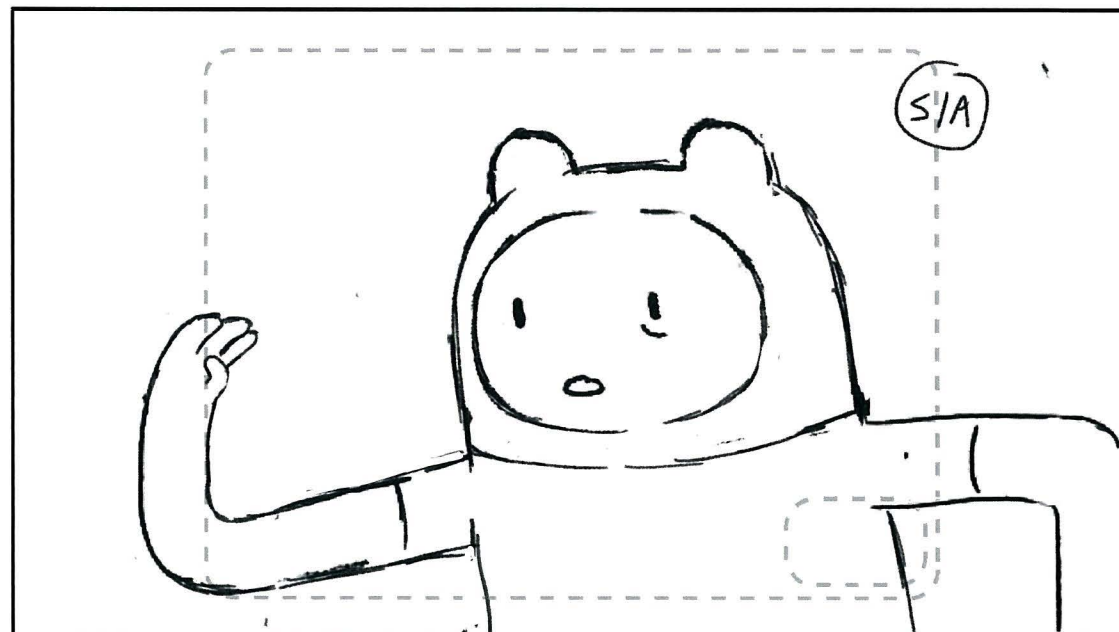


Page 138

Sc. 126 Pnl. B Bg. day night



Sc. 126 Pnl. C Bg. day night



Dialog:

F/ HUH??

Action:

FB SMACKS SPOON OUT
OF F'S HAND

≡ BEAT ≡

Timing:

1034-207

EPISODE #

Production :

ADVENTURE TIME



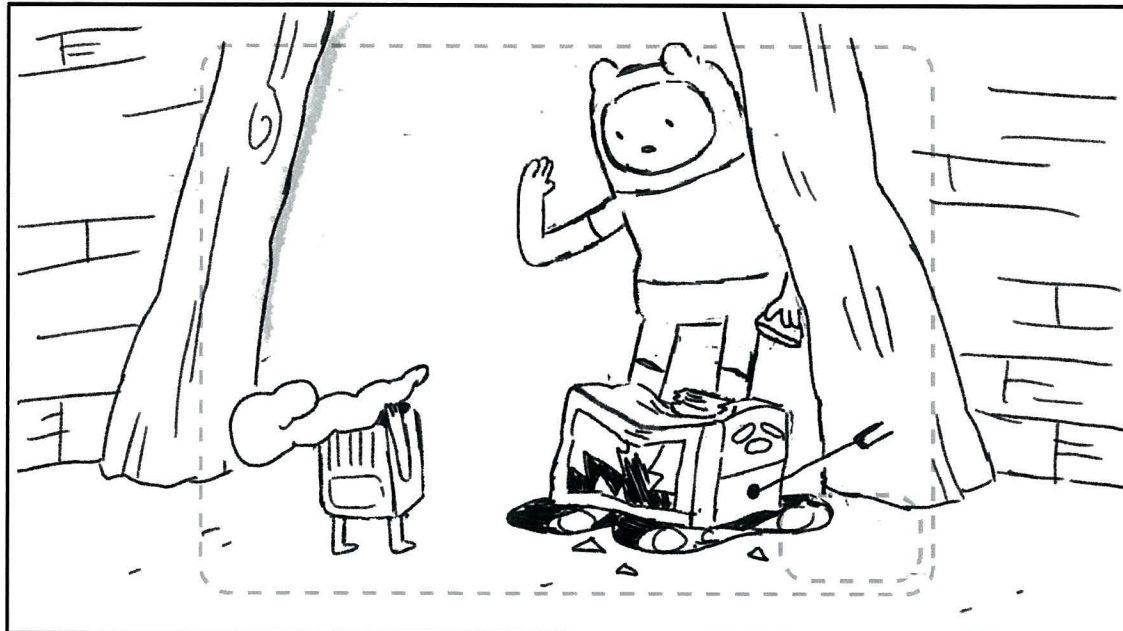
Page 139

Sc. 127

Pnl. A

Bg.

day night

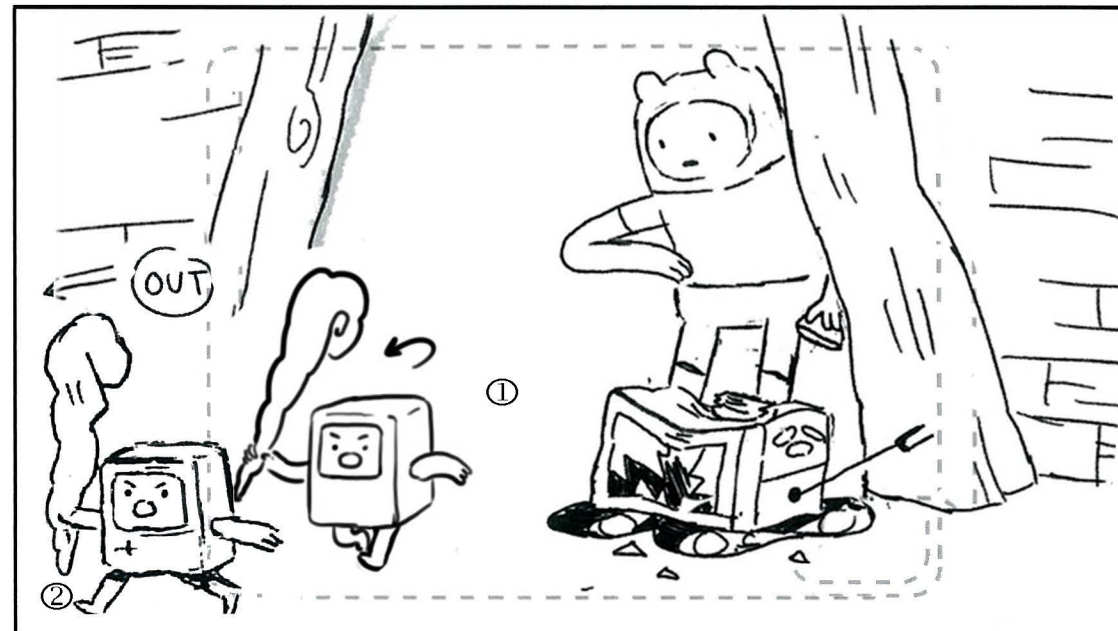


Sc. 127

Pnl. B

Bg.

day night



Dialog:

F / (MILDLY) OW
N / OOWWWW

Action:

- FB TURNS AND RUNS OFF/S

Timing:

1034-207

EPISODE #

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ADVENTURE TIME



Page 140

Sc. 128 Pnl. A Bg. day night



Sc. 128 Pnl. B Bg. day night



Dialog:

SFX: * CREEAK *

BMO / (O/S) FOOTBALL?

Action:

- BATHROOM

- FB SLOWLY WALKS IN BACKWARDS

Timing:

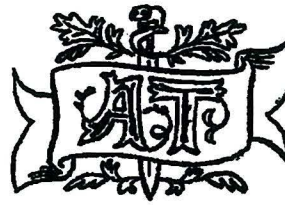
1034-207

EPISODE #

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ADVENTURE TIME

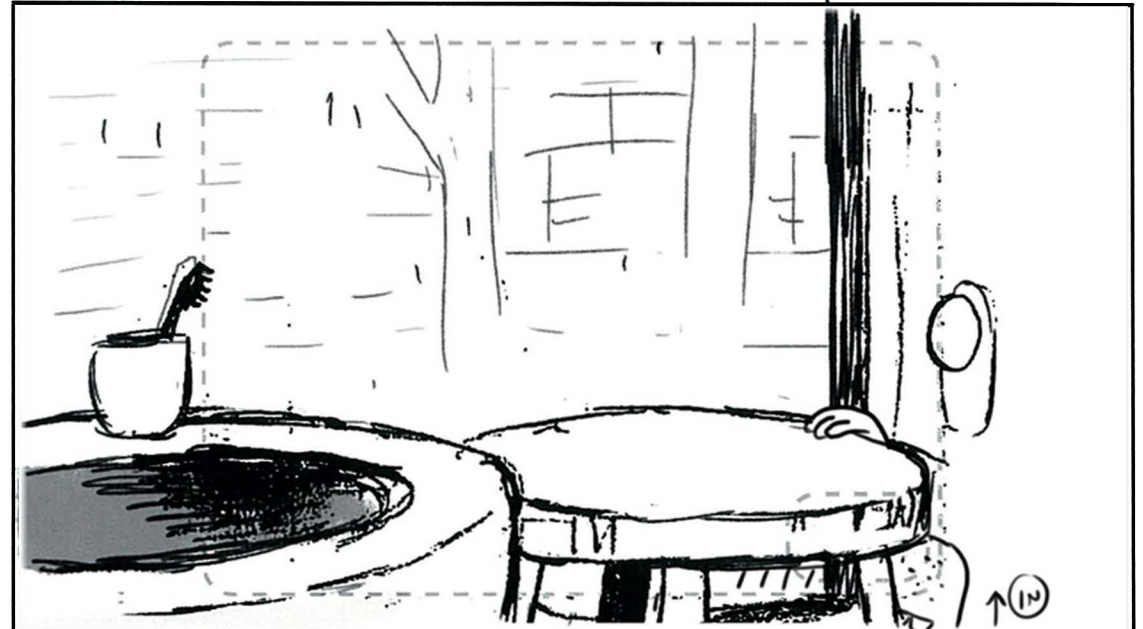


Page 141

Sc. 128 Pnl. C Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog:

BMO/(O/S) FOOTBALL, I KNOW IT'S YOU...

BMO/(O/S)...WE'RE BOTH WALKING BACKWARDS

Action:

FB BACKS UP INTO STOOL
PATS TO FIND HANDHOLD



Timing:

1034-207

EPISODE #

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ADVENTURE TIME



Sc. 129

L PNL. C

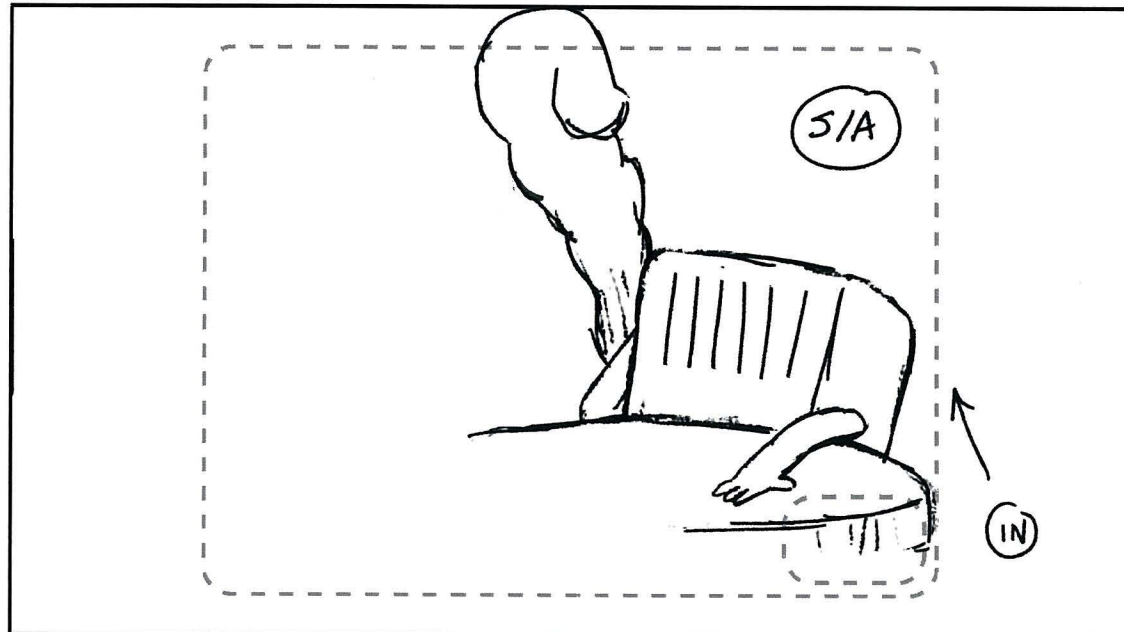
142

Sc. 129

Pnl. B

Bg.

day night



STOP

1034-207

EPISODE #

START

Dialog:

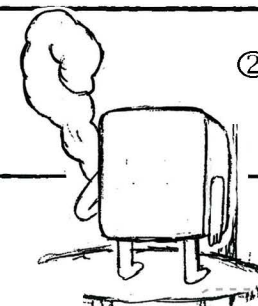
BMO / (CONT'D) ^{AND} HOLDING SHILLELAGHS.

Action:

- FB CLIMBS ONTO STOOL

- FB STANDS, ADJ. W/ ACTION

Timing:



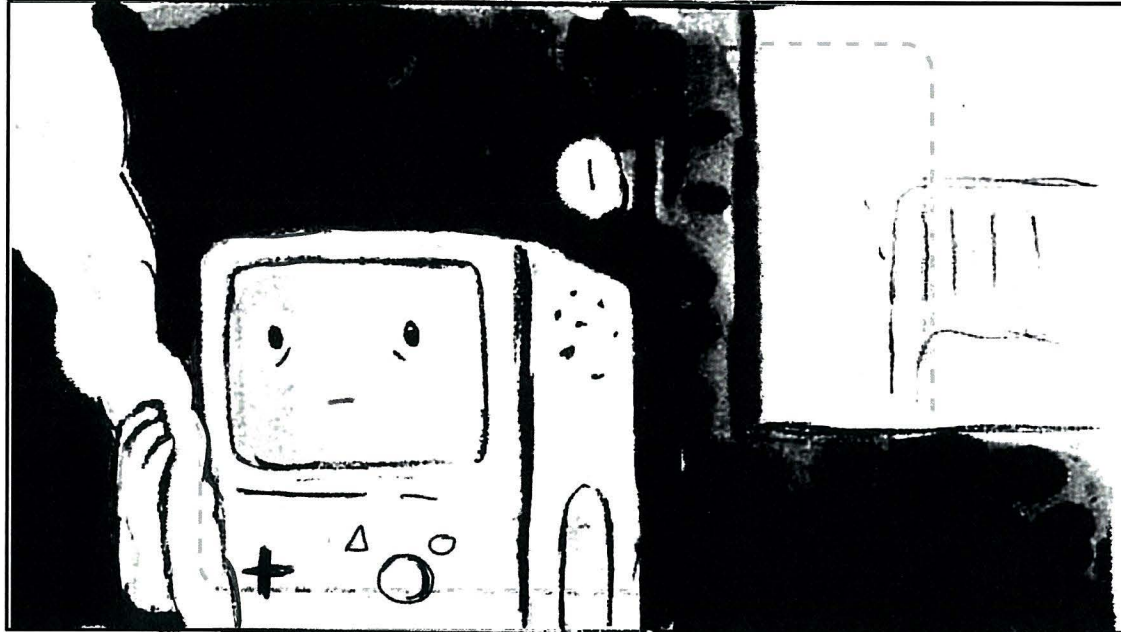
Production :

ADVENTURE TIME

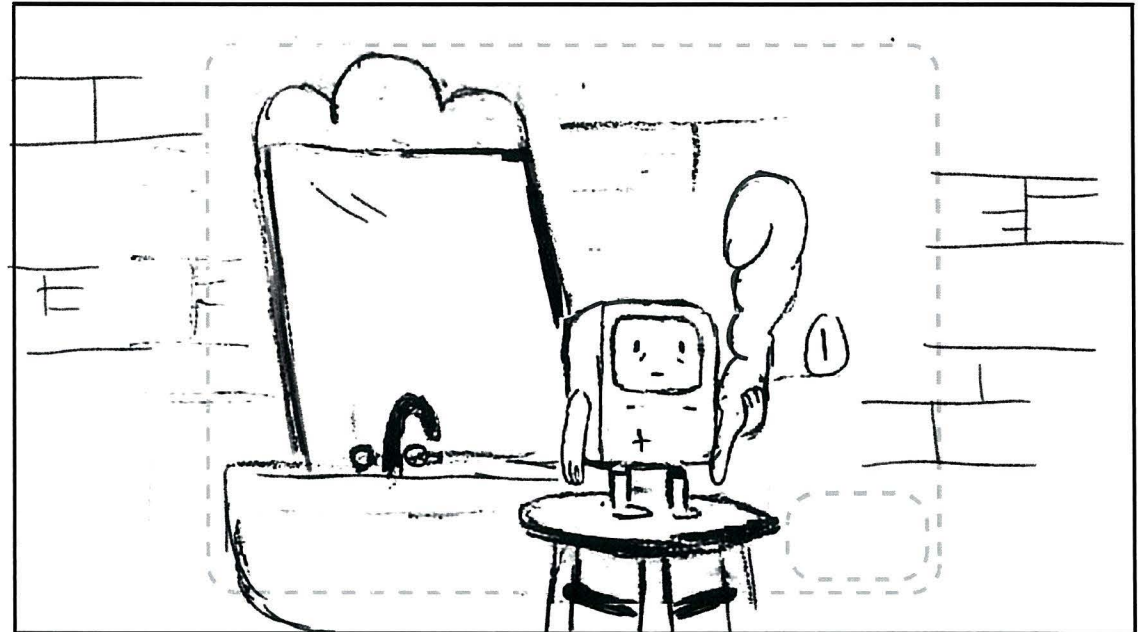


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Sc. 130 Pnl. A Bg. day night



Sc. 131 Pnl. A Bg. day night

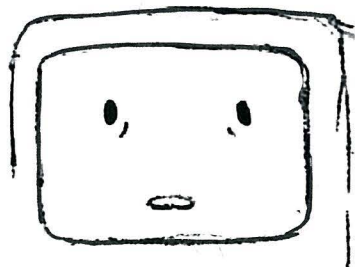


Dialog:

SFX / * QUIET DRONING WHITE NOISE *
BMO / ... FOOTBALL ?

Action:

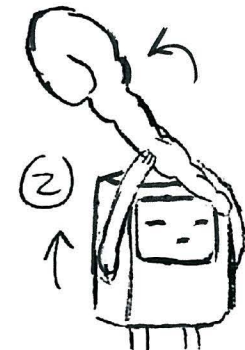
Timing:



(2)

FB / * DEEP BREATH IN *

- FB RAISES SHILLELAGH



1034-207

EPISODE #

Production :

ADVENTURE TIME



Page 144

Sc. 131

Pnl. B

Bg.

day night

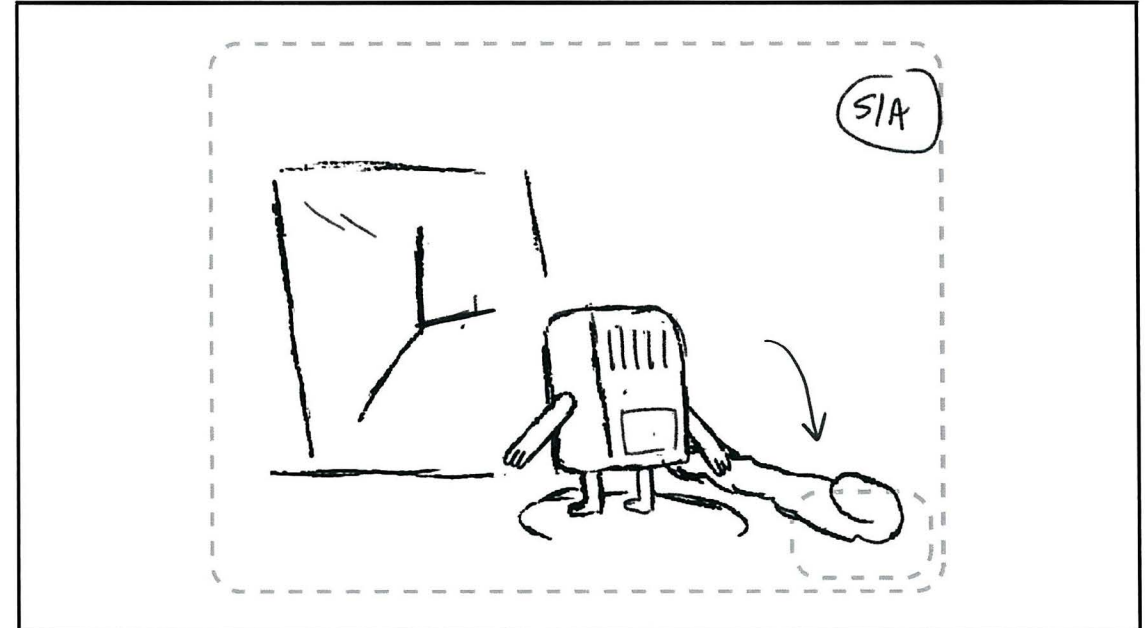


Sc. 131

Pnl. C

Bg.

day night



Dialog:

SFX / LOUD CRACK!
FB / YAH!

Action:

Timing:



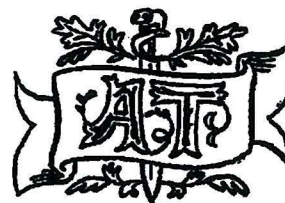
- FB QUICKLY TURNS & SHILLELAGHS MIRROR

1034-207

EPISODE #

Production :

ADVENTURE TIME



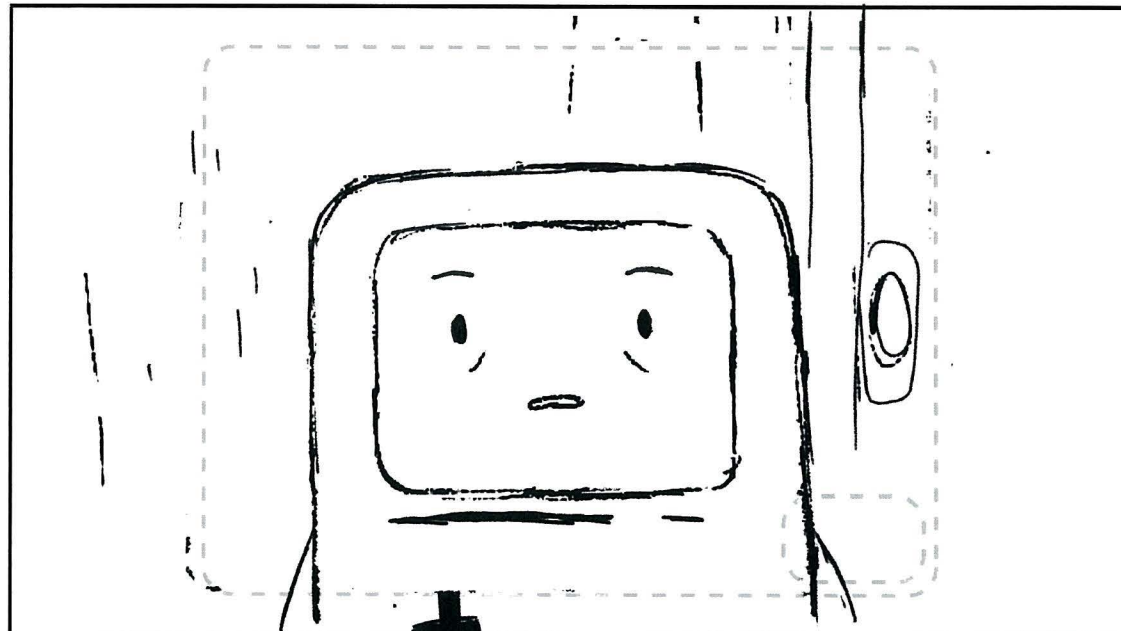
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Sc. 132

Pnl. A

Bg.

day night

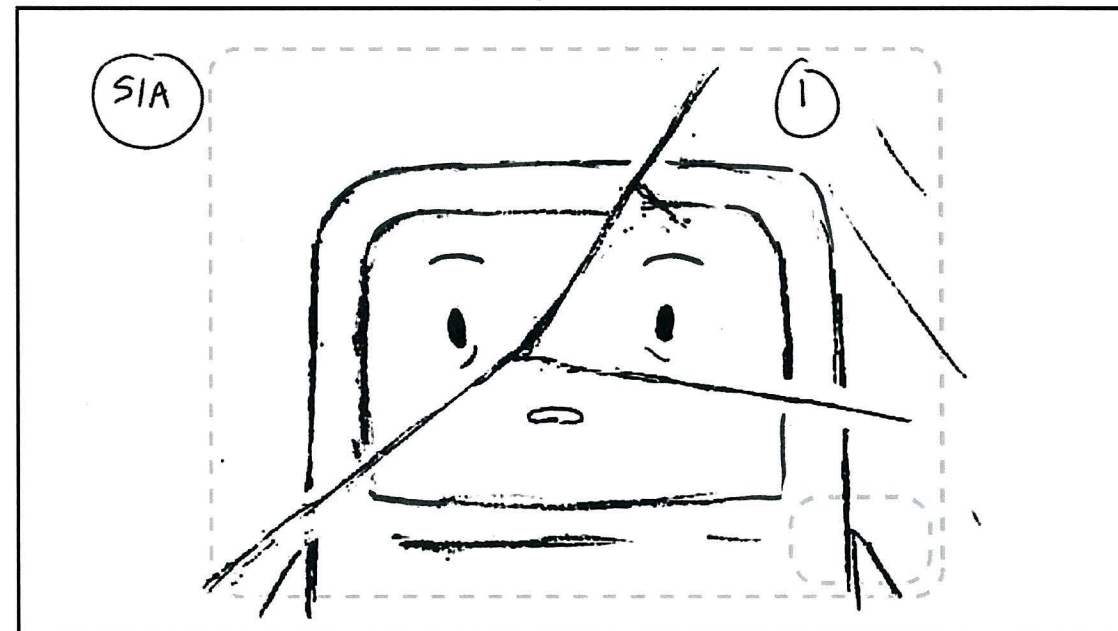


Sc. 132A

Pnl. A

Bg.

day night



Dialog:

...

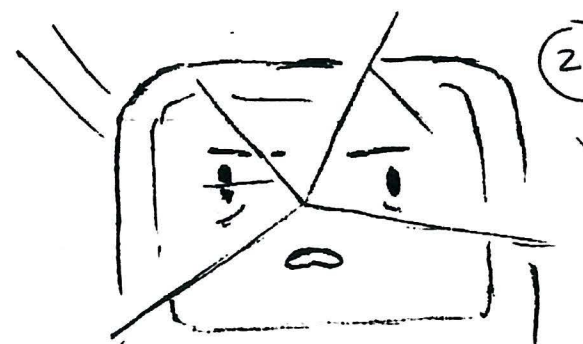
Action:

- CU of FOOTBALL

- CU of BMO
IN MIRROR.

Timing:

SFX / CRACK



1034-207

EPISODE #

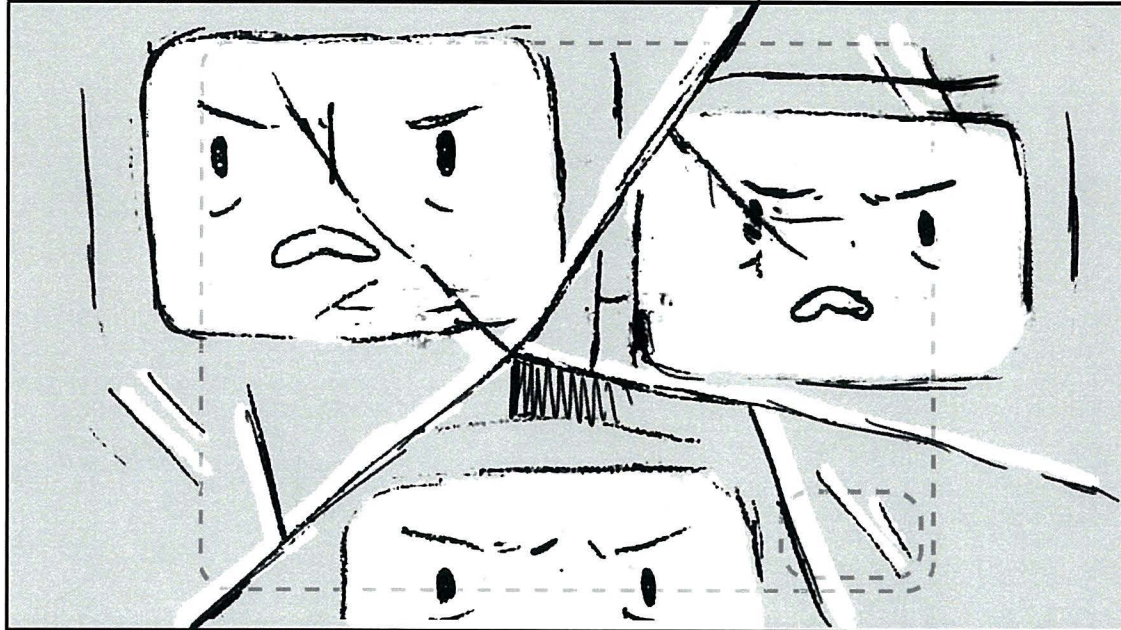
Production :

ADVENTURE TIME

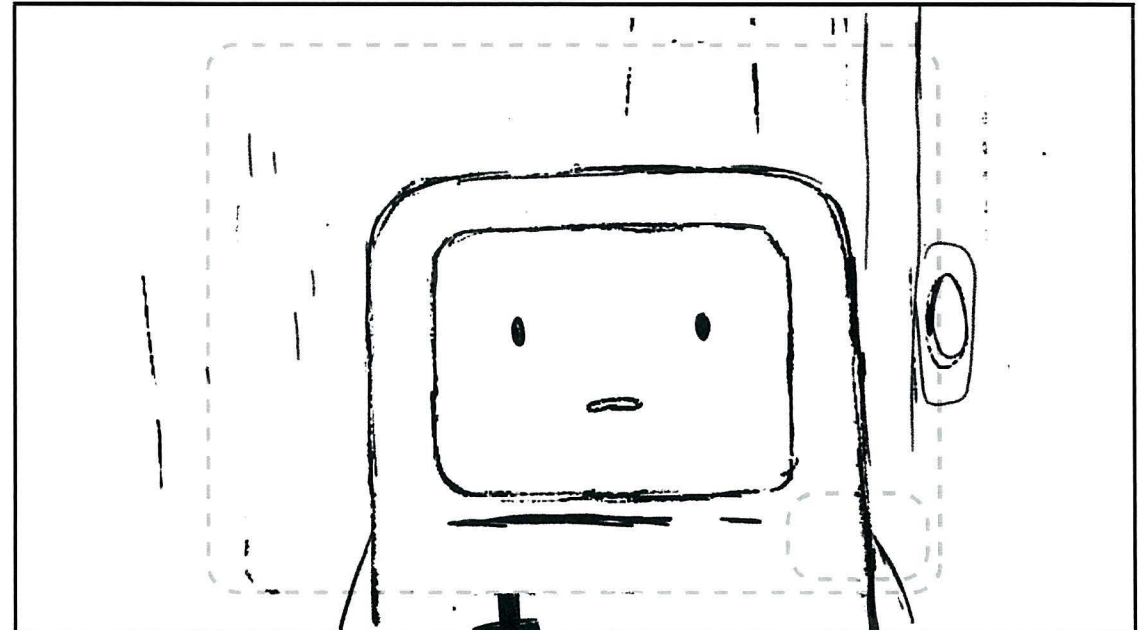


Page 146

Sc. 132A Pnl. B Bg. day night



Sc. 133 Pnl. A Bg. day night



Dialog:

SFX / CRACK - CRACK

FB / UH...

Action:

~ MIRROR CRACKING APART
BMO'S APPEAR IN

Timing:

1034-207

EPISODE #

Production :

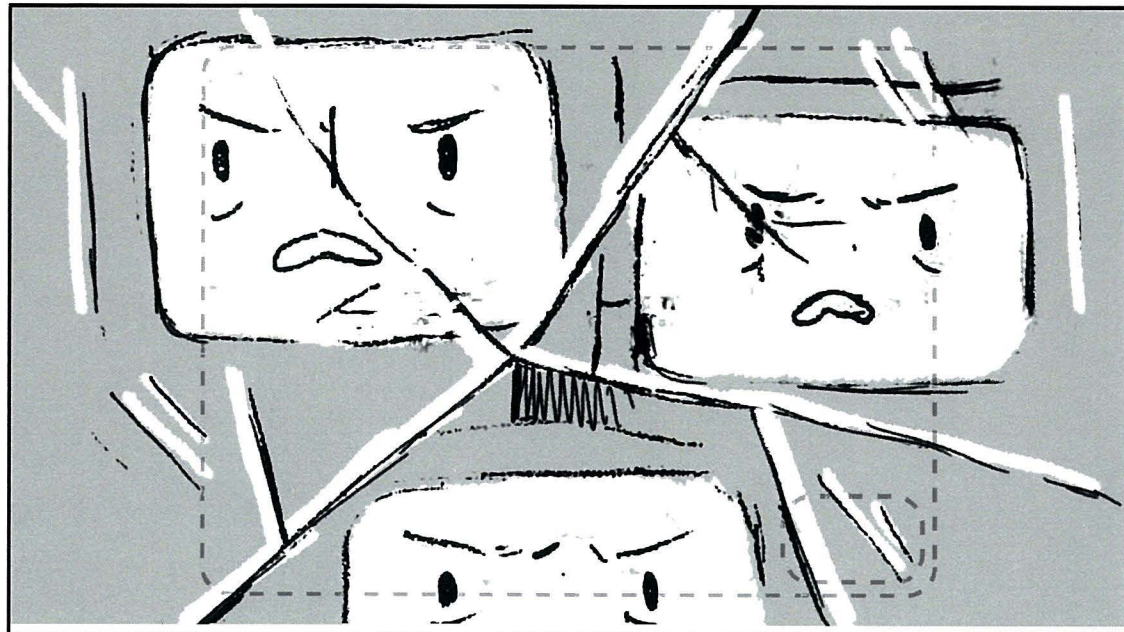
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ADVENTURE TIME

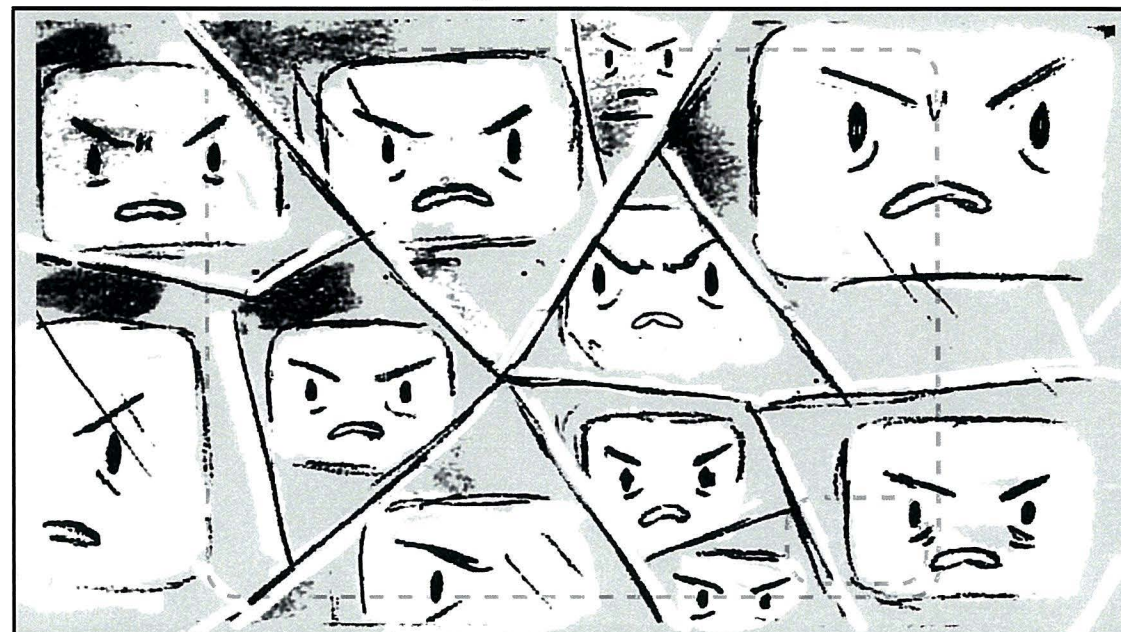


Page 147

Sc. 134 Pnl. A Bg. day night



Sc. 134 Pnl. B Bg. day night



Dialog:

SFX/ *STRAINING GLASS*
(LIKE, THAT CREAKING NOISE)

BMO/ GRRRRR --

Action:

SFX/ *CRACK CRACK CRACK ETC*
BMO/ RRR! iM GONNA GET YOU FOOTBALL!!

- MIRROR FRACTURES INTO MORE BMOS.

Timing:

1034-207

EPISODE #

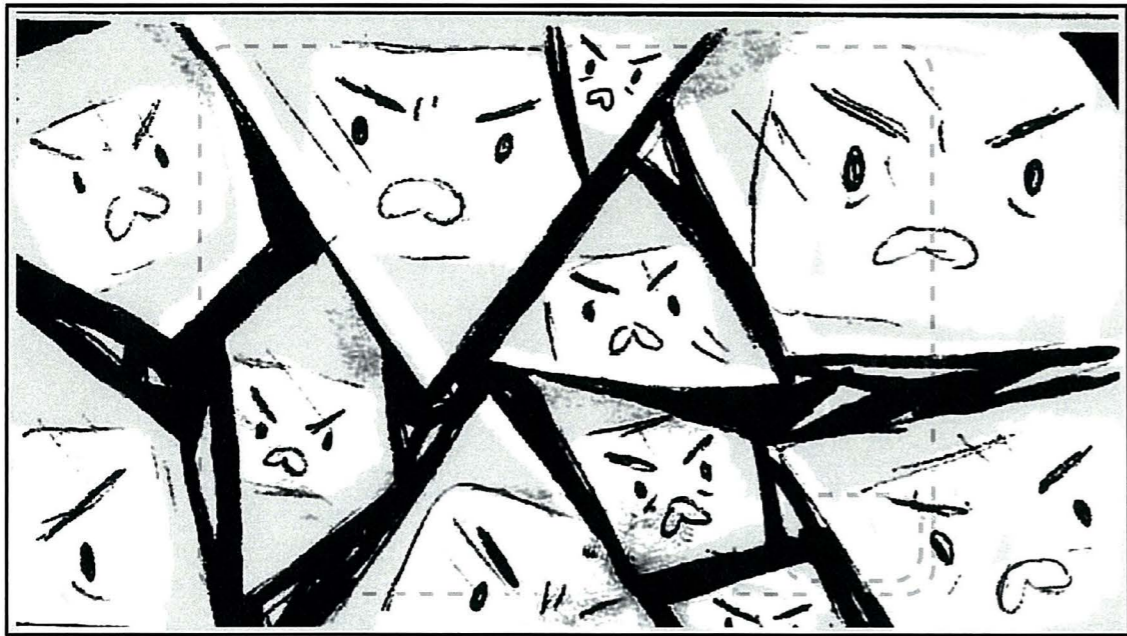
Production :

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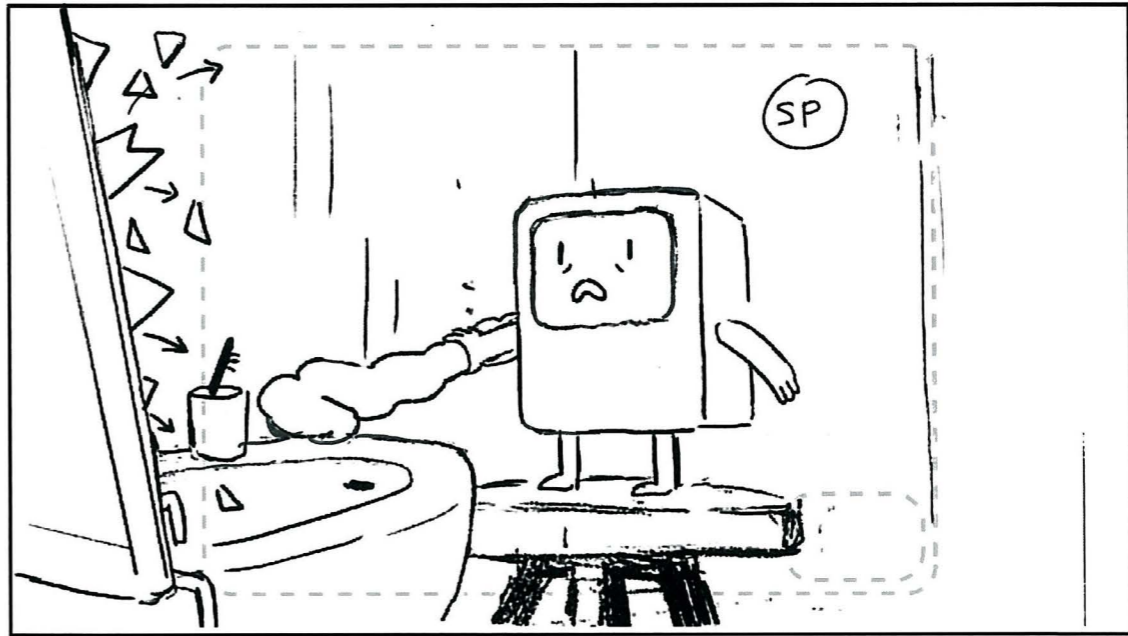
ADVENTURE TIME



Sc. 134 Pnl. C Bg. day night



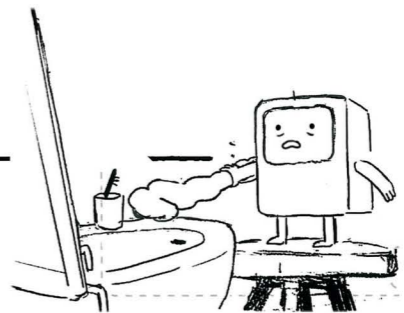
Sc. 135 Pnl. A Bg. day night



Dialog: SFX / CRASH! MIRROR SHATTERS!

Action: - MIRROR SHATTERS INTO PIECES - PIECES FALL

Timing:

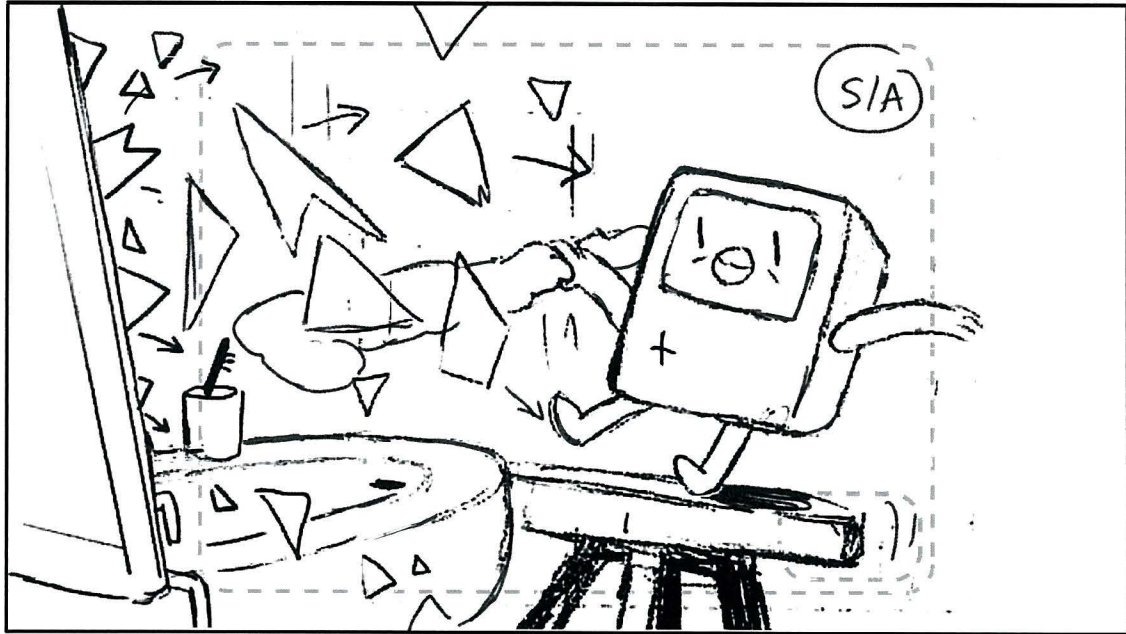


EPISODE # 1034-207
Production :

ADVENTURE TIME

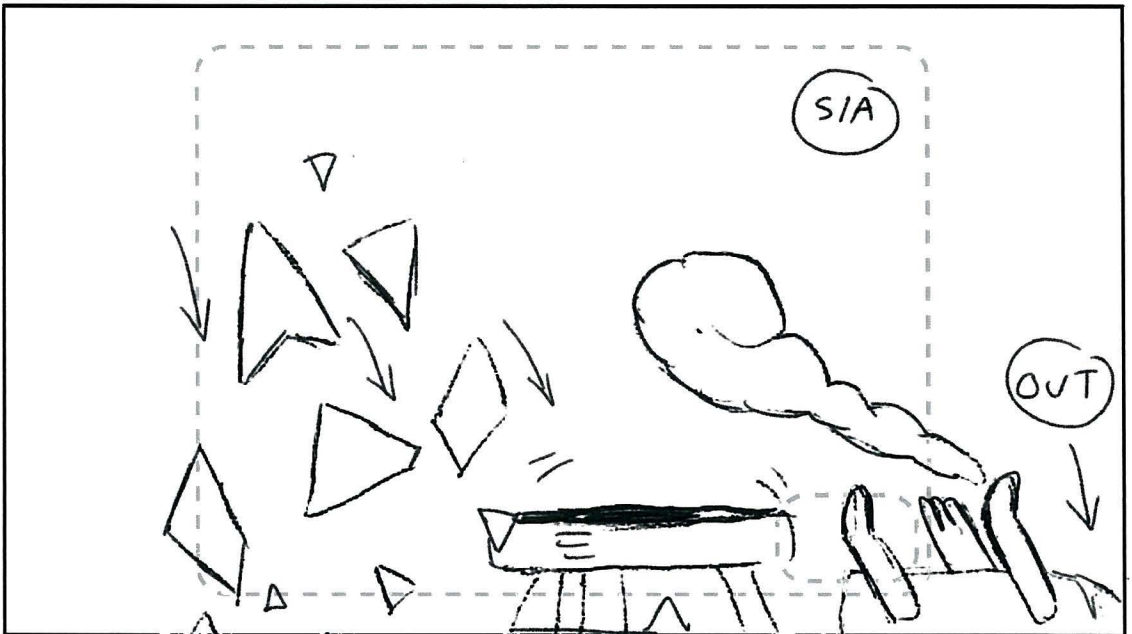


Sc. 135 Pnl. B Bg. day night

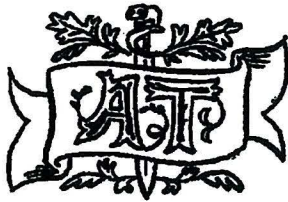


Dialog:	FB / AAAHH!!	Sfx / GLASS SHATTERING AS IT HITS THE FLOOR
Action:	- STOOL TEETERS AS FB TRIES TO AVOID GLASS	FB FALLS OFF/S.
Timing:		

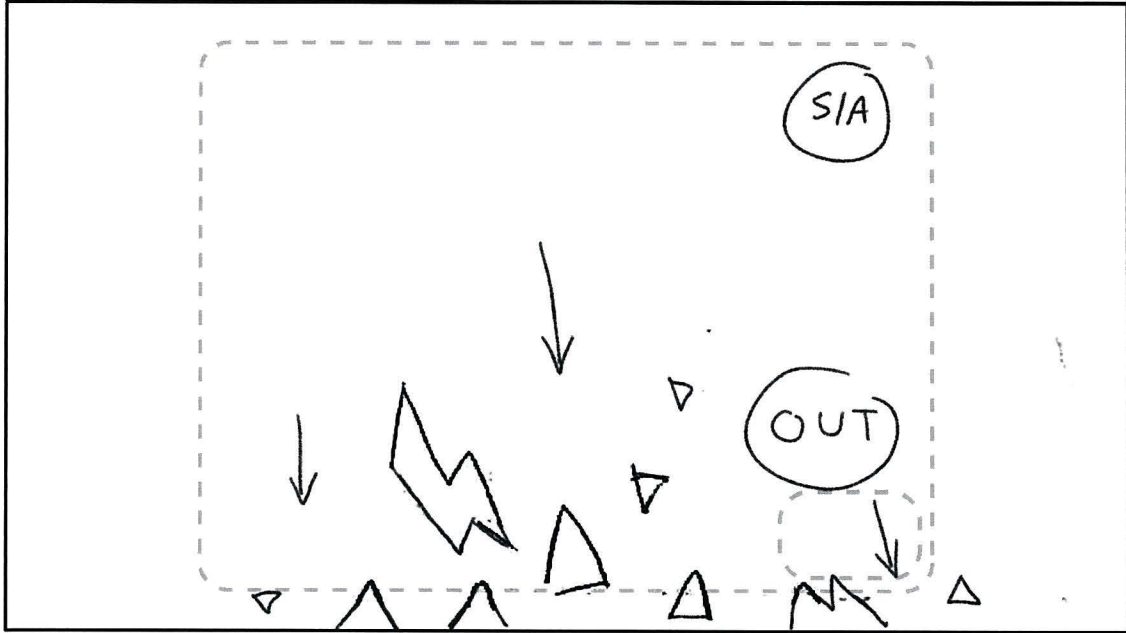
Sc. 135 Pnl. C Bg. day night



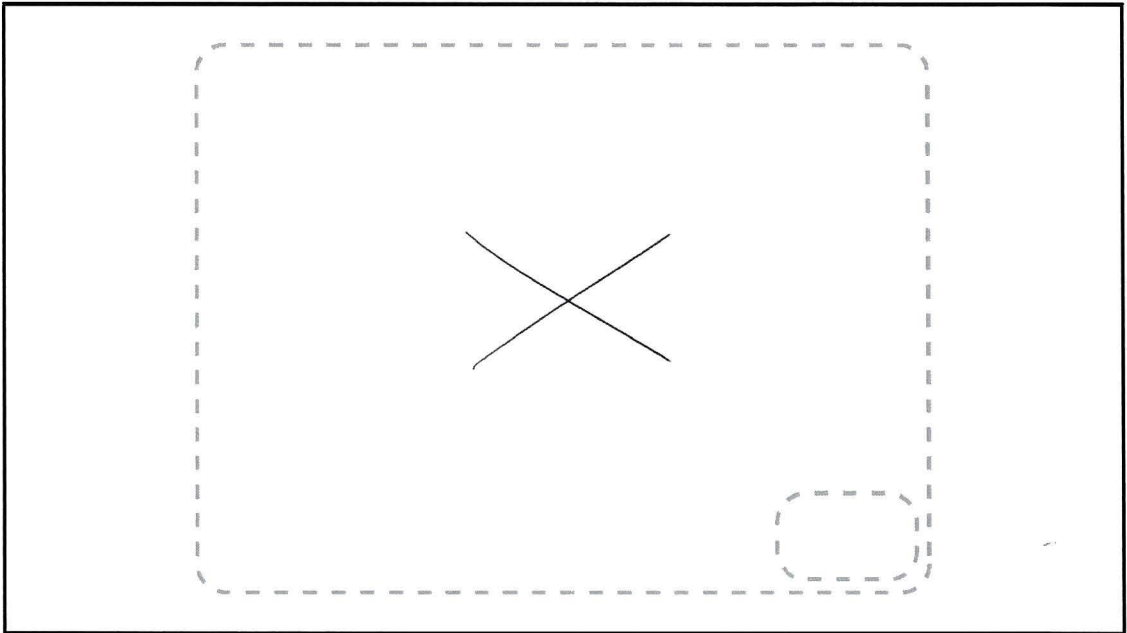
ADVENTURE TIME



Sc. 135 Pnl. D Bg. day night

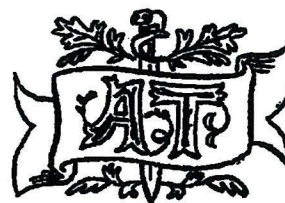


Sc. Pnl. Bg. day night



Dialog:	* THUD * AS FB LANDS FB / OOF!
Action:	- MIRROR PIECES FALL.
Timing:	

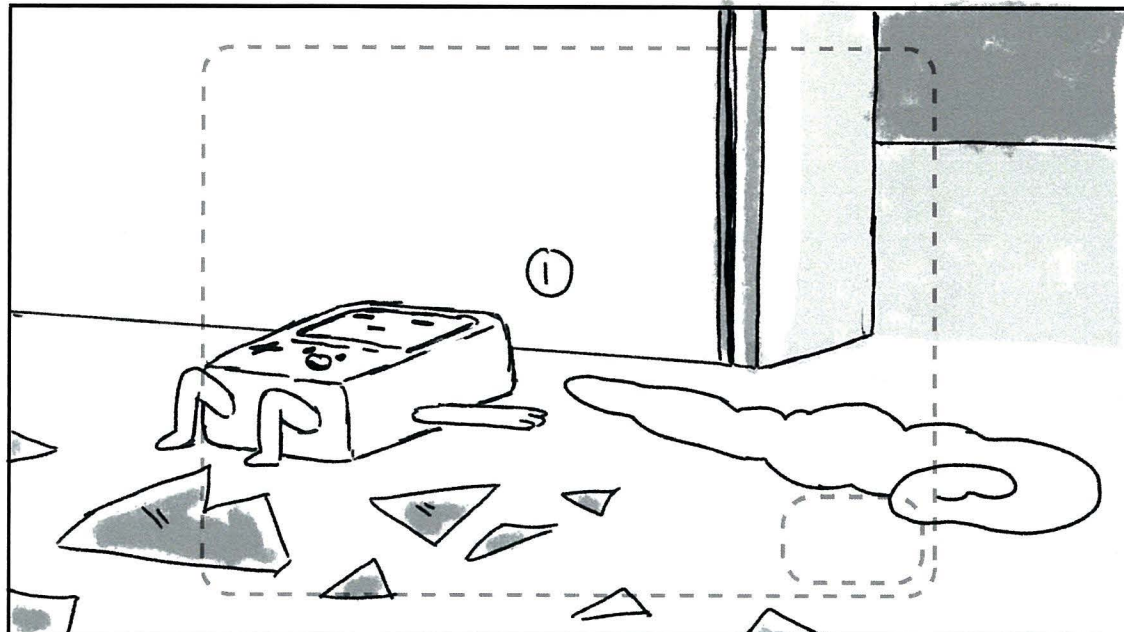
ADVENTURE TIME



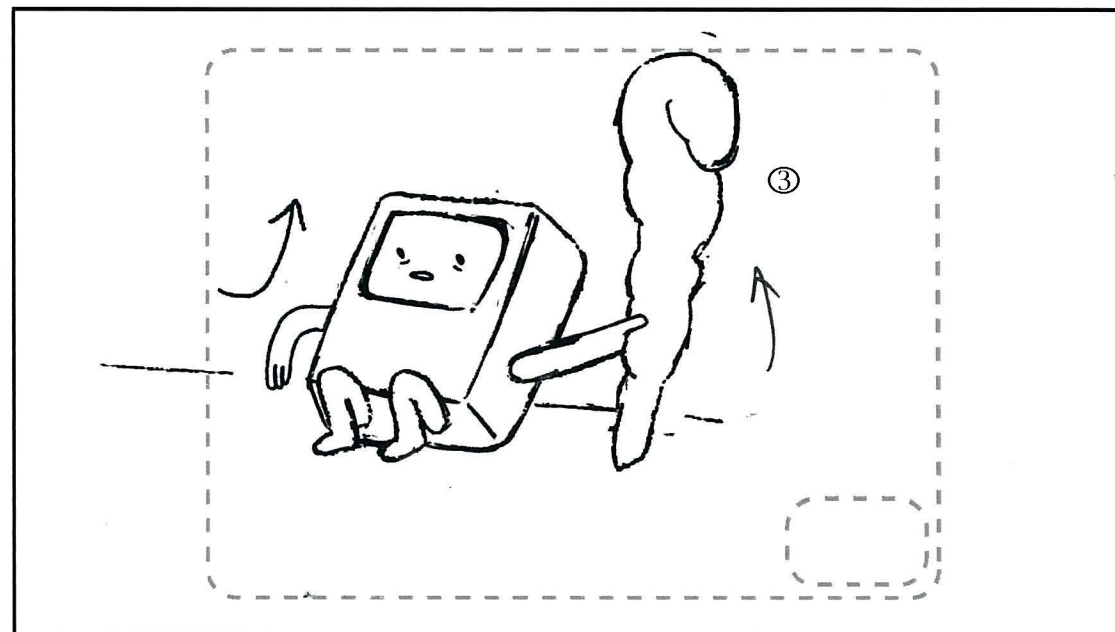
151

Page _____

Sc. 136 Pnl. A Bg. day night



Sc. 136 Pnl. B Bg. day night



Dialog:

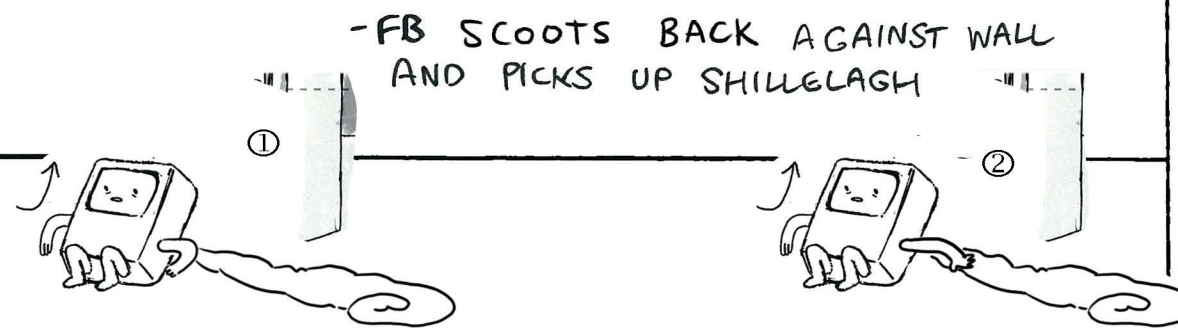
FB / UGH - ☹

Action:



FB LIES STILL FOR A SECOND BEFORE REALIZING HOW CLOSE THE GLASS IS

Timing:

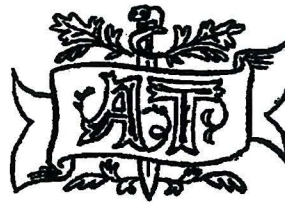


1034-207

EPISODE #

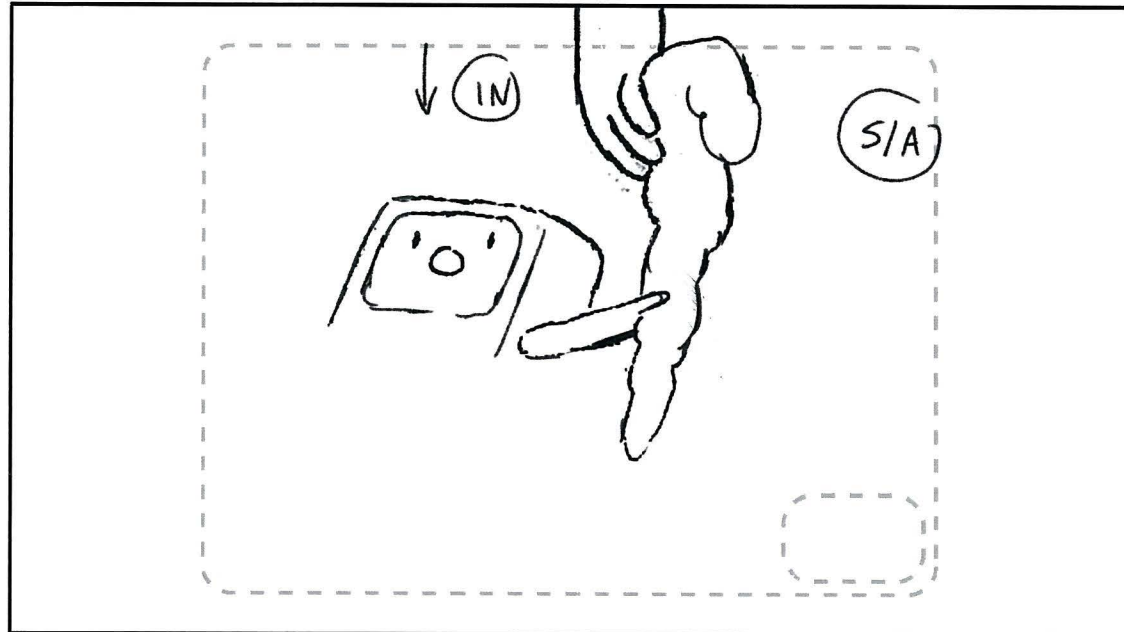
Production :

ADVENTURE TIME

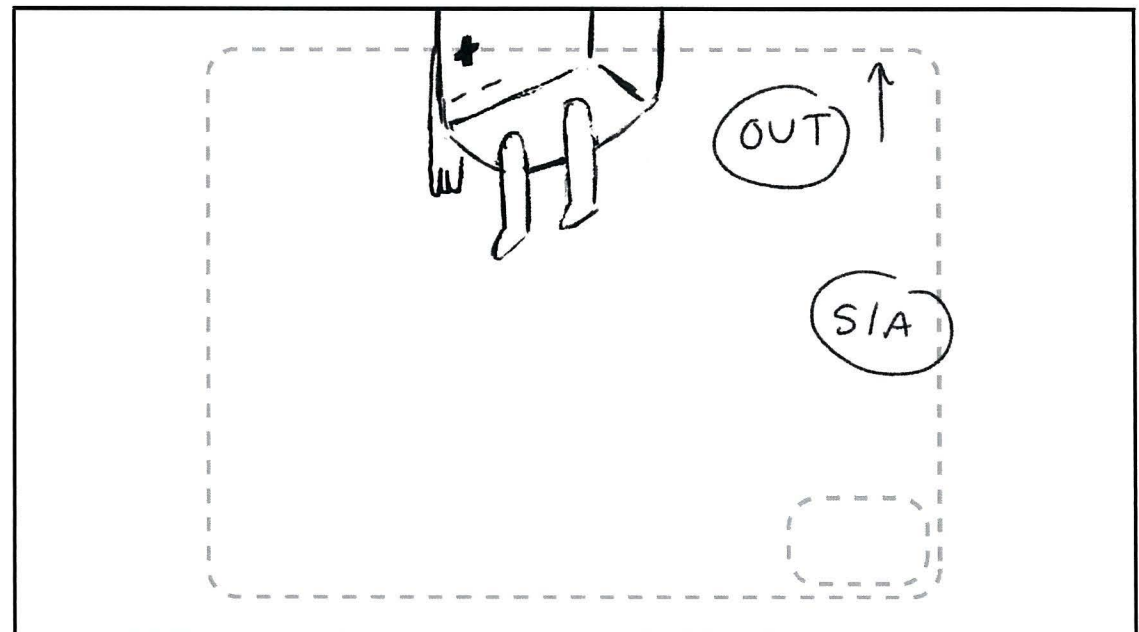


Page 152

Sc. 136 Pnl. C Bg. day night



Sc. 136 Pnl. D Bg. day night



Dialog:

F/(O/S) HAND OVER THE
SHILLELAGH, BMO

FB: NO.!

Action:

- F REACHES IN AND
GRABS SHILLELAGH.

- F LIFTS SHILLELAGH & FB OUT OF FRAME

Timing:

1034-207

EPISODE #

Production :

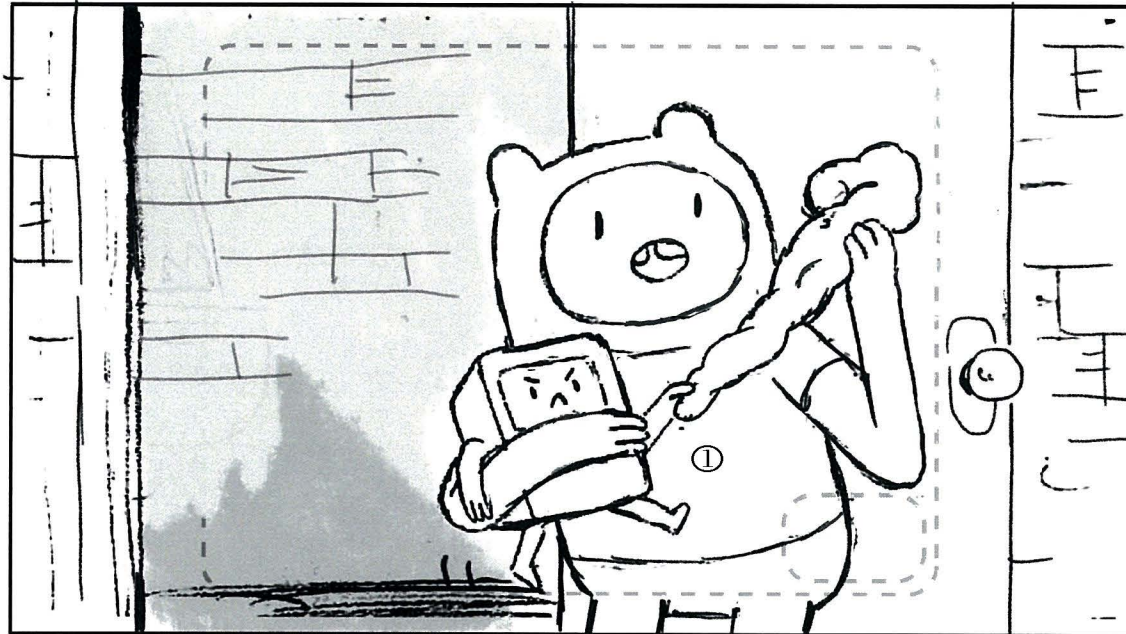
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ADVENTURE TIME

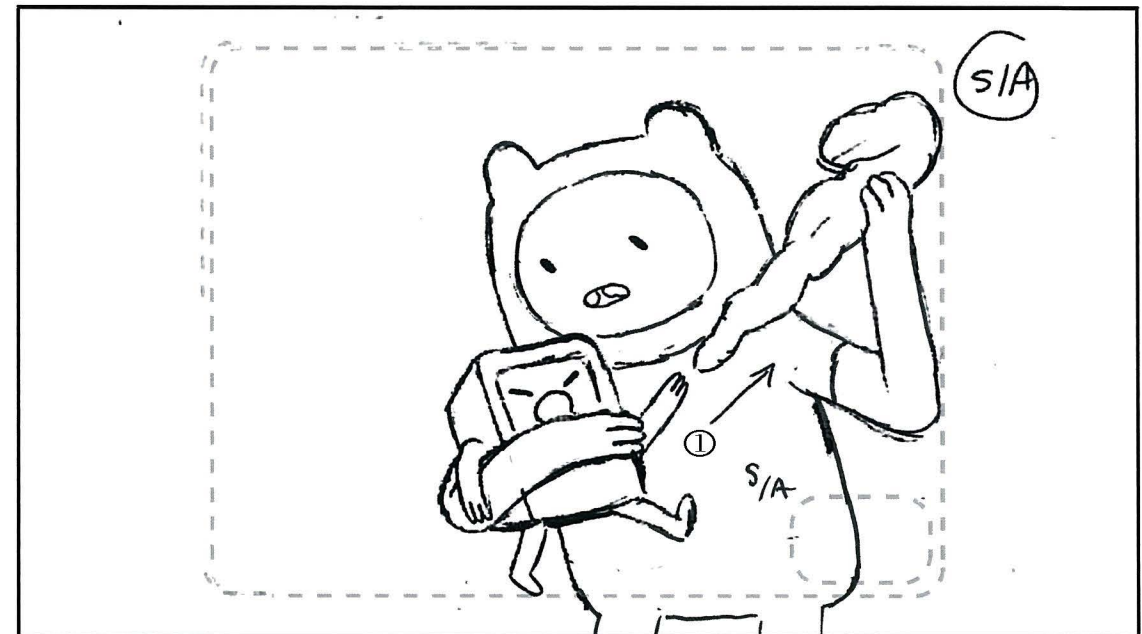


Page 153

Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog:

F/ Hey, JAAAKE, BMO WENT ALL -
HOG WILD IN THE BATHROOM.

Jake (os): Grossss!

Action:

-FB KICKING, TRYING TO WREST
THE SHILLELAGH FROM FINN.

- F. TAKES AWAY SHILLELAGH

Timing:



EPISODE # 1034-207

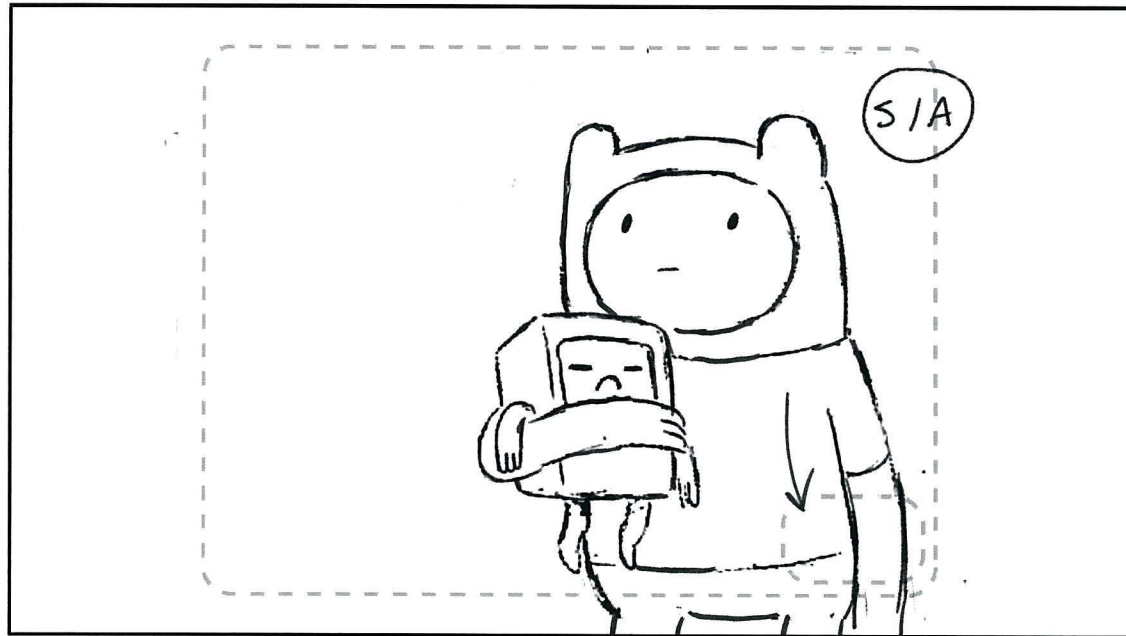
Production :

ADVENTURE TIME

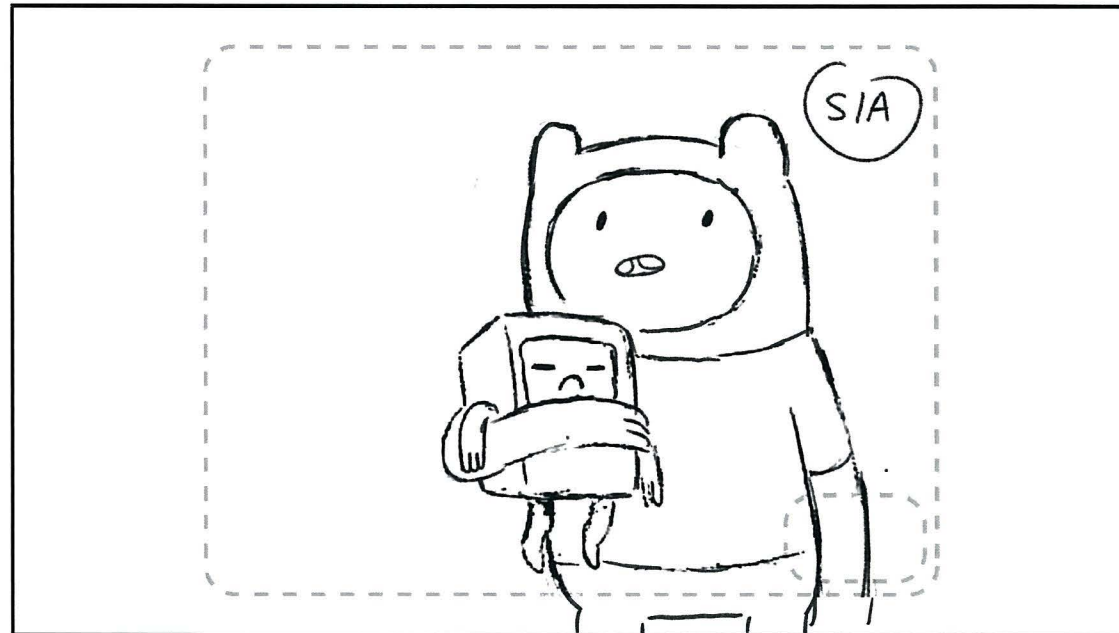


Page 154

Sc. 137 Pnl. C Bg. day night



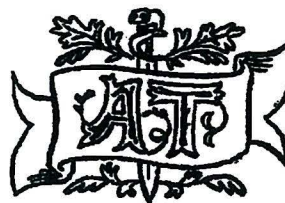
Sc. 137 Pnl. D Bg. day night



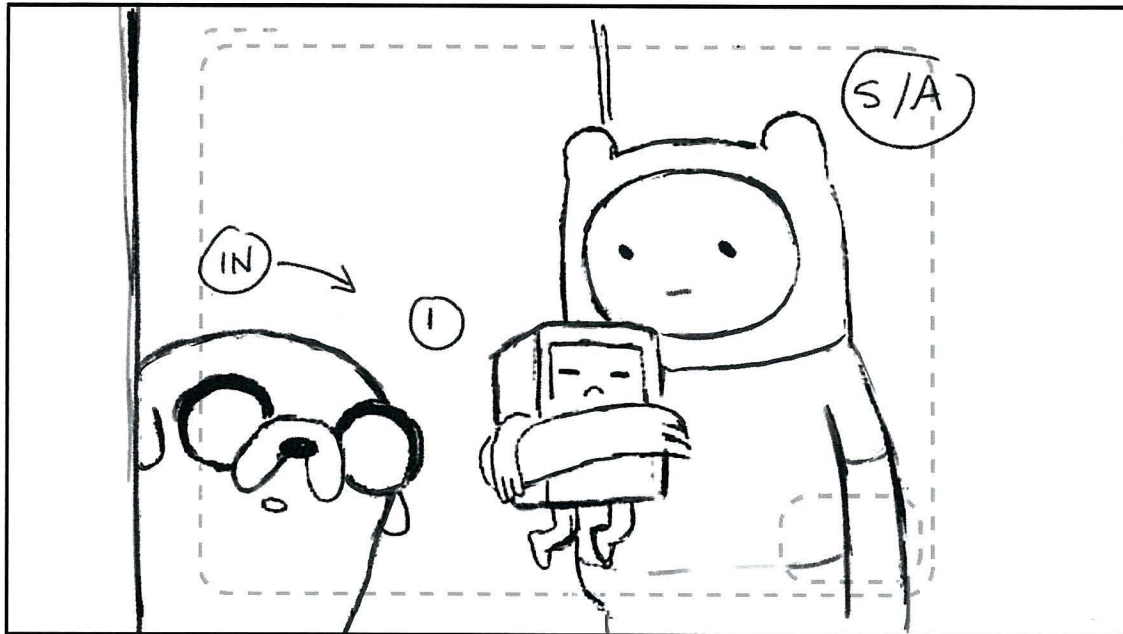
Dialog:	<u>F</u> / NOT LIKE <u>THAT</u> .
Action:	
Timing:	

EPISODE # 1034-207
Production :

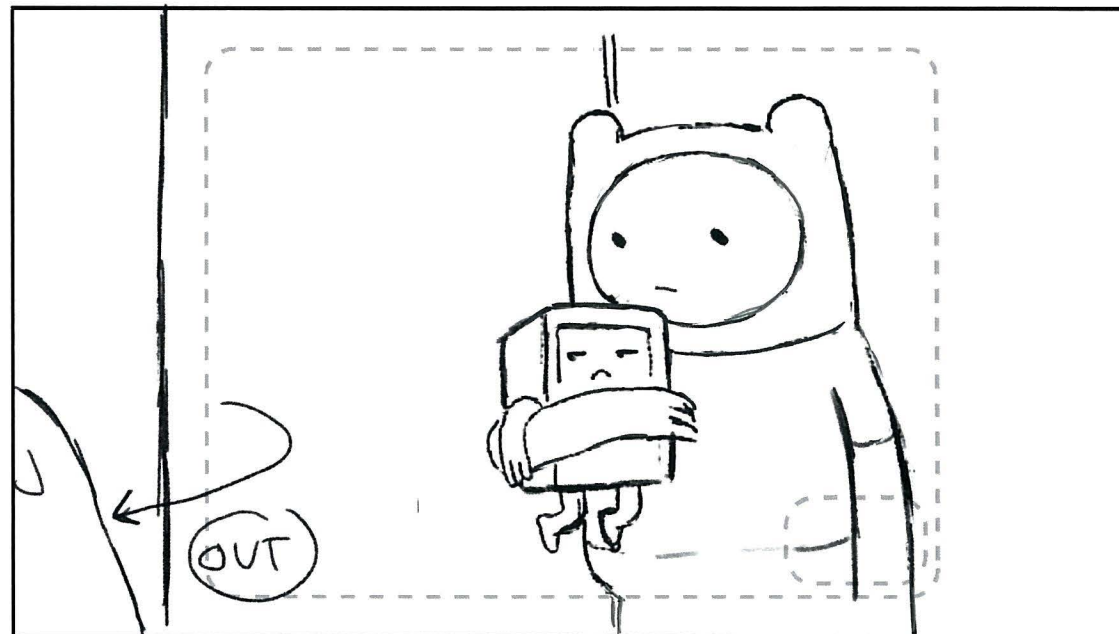
ADVENTURE TIME



Sc. 137 Pnl. E Bg. day night



Sc. 137 Pnl. F Bg. day night



Dialog:

J/OH HH.

Action:

- J. PEEKS ON/S

- J GOES IN TO BATHROOM

Timing:

1034-207

EPISODE #

Production :

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ADVENTURE TIME

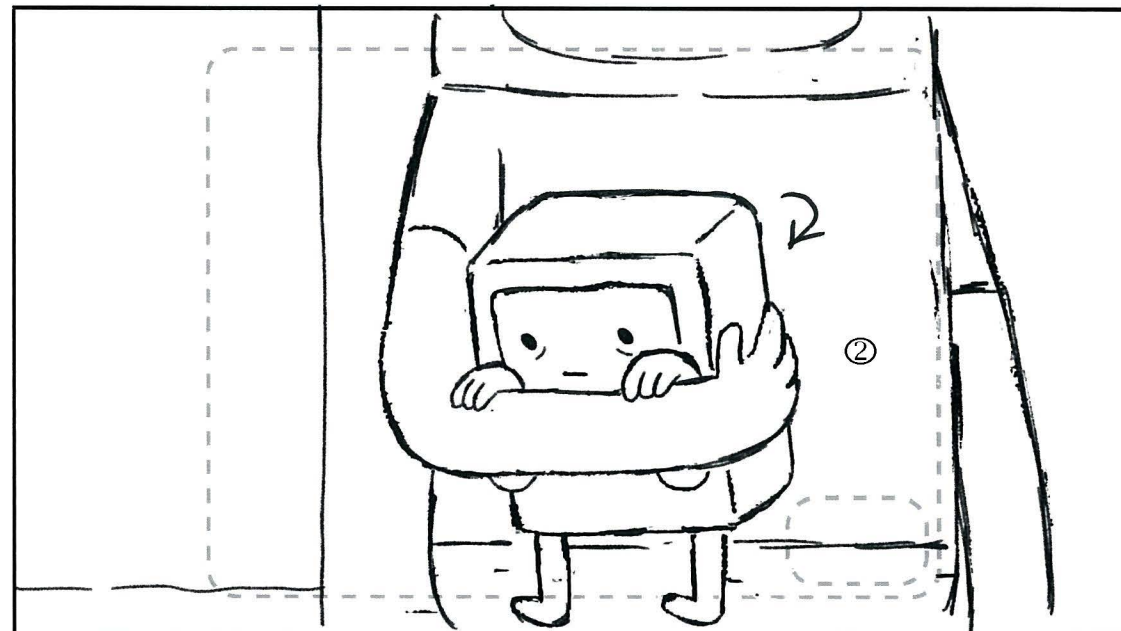


Page 156

Sc. 138 Pnl. A Bg. day night



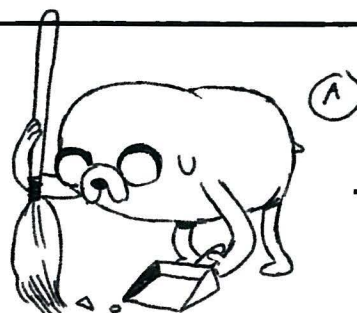
Sc. 139 Pnl. A Bg. day night



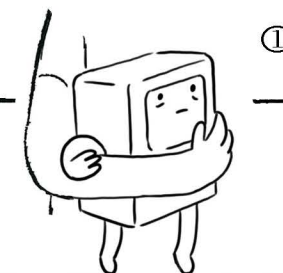
Dialog:
F/ WHY YOU GOTTA BE SO DESTRUCTIVE
TODAY, BMO? ARE YOU DOING ROBOT
PUBERTY OR SOMETHING?

FB/ ...

Action:
- J SWEEPING
A B A B



-FB REORIENTS HIMSELF IN FINN'S
ARM TO LOOK DOWN.



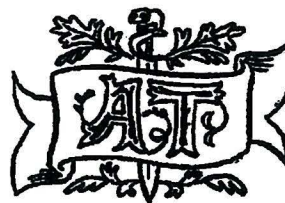
Timing:

1034-207

EPISODE #

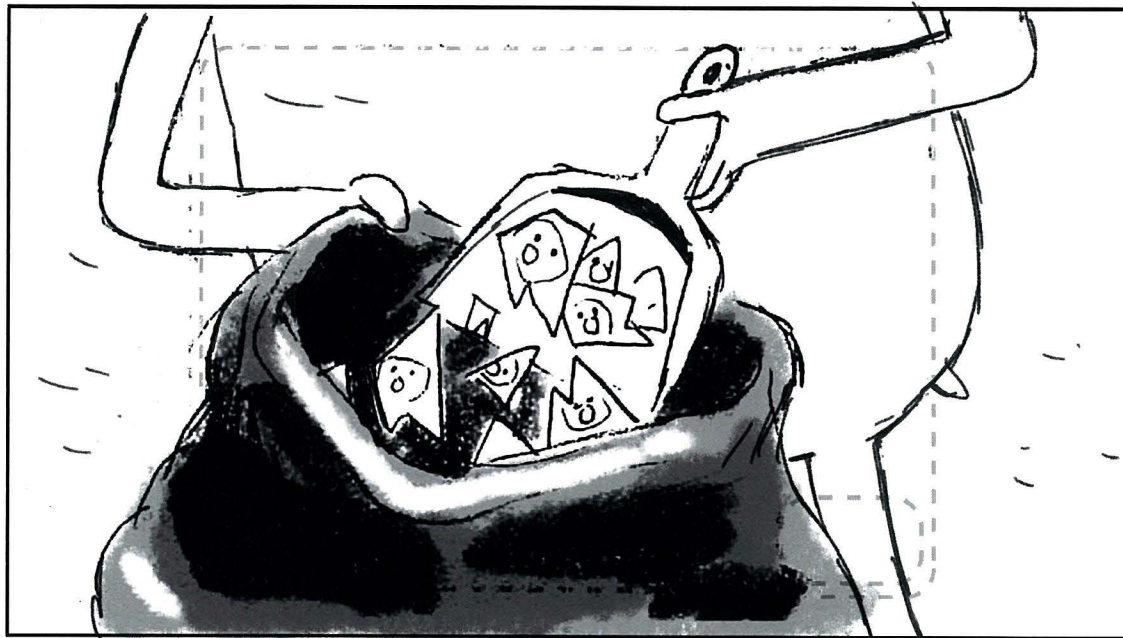
Production :

ADVENTURE TIME



Page 157

Sc. 140 Pnl. A Bg. day night



Sc. 140 Pnl. B Bg. day night



Dialog:

BMO / (VERY VERY QUIETLY) JAKE!!
JAKE HELP!!

BMO / J A A A ~ ~

Action:

- BMO FACES ON SHARDS

- J DUMPS SHARDS IN BAG

Timing:

1034-207

EPISODE #

Production :

ADVENTURE TIME



Sc.

141

Pnl. B

158

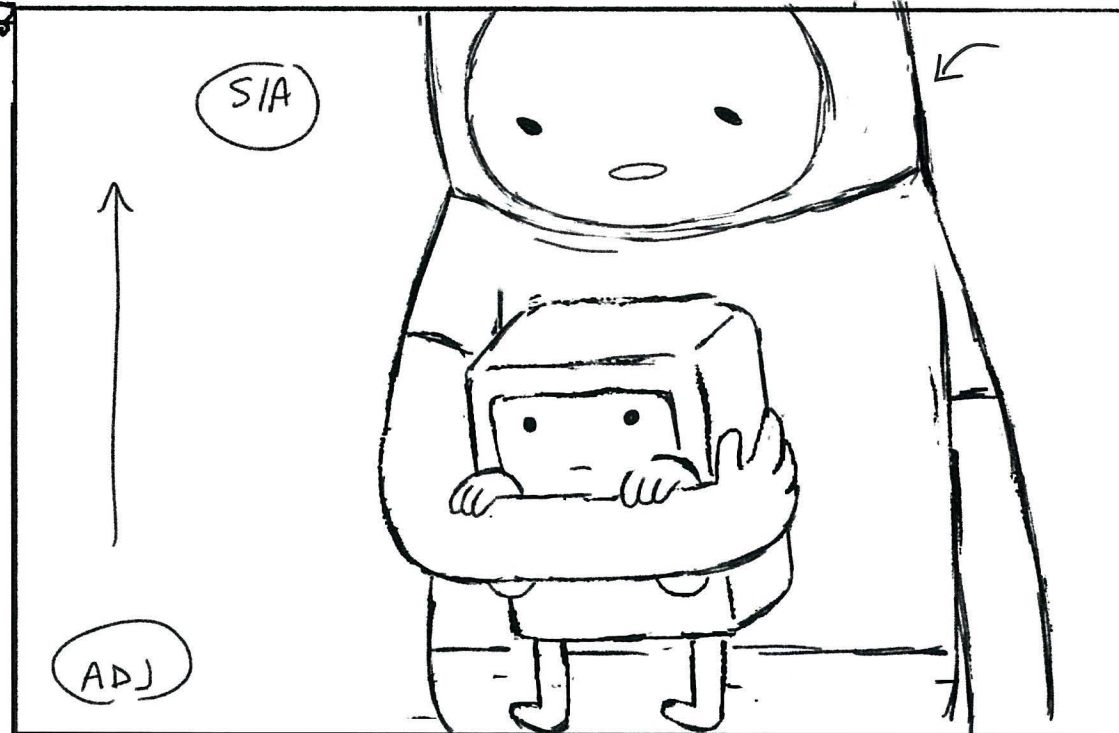
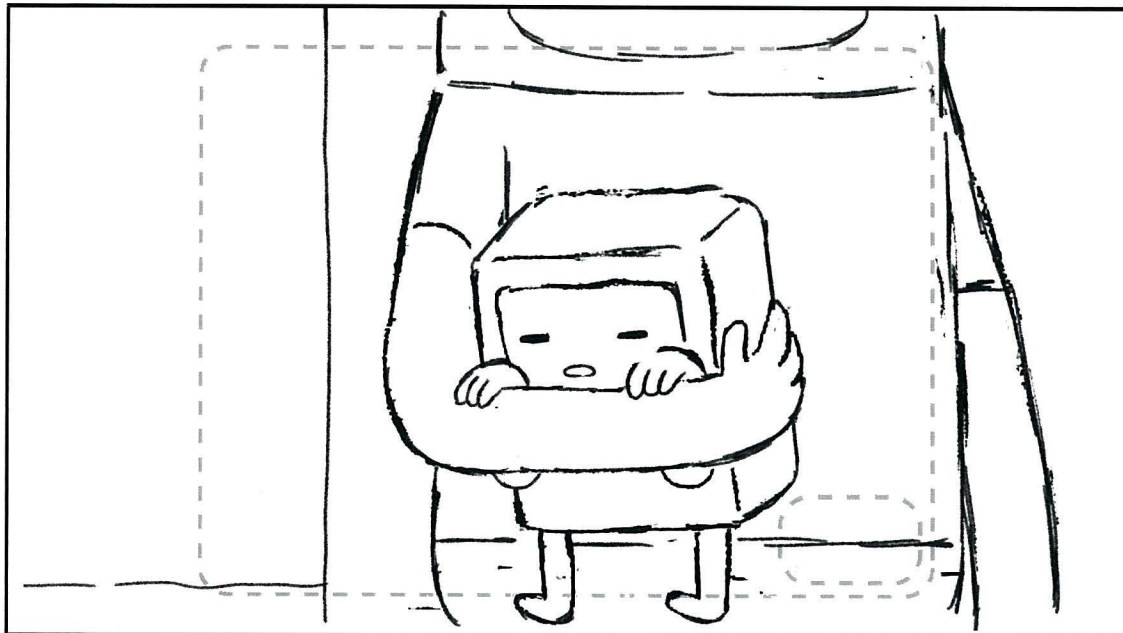
Sc.

141

Pnl. A

Bg.

day night



Dialog:

FB/ * RELIEVED SIGH *

F/ Alright Football, you know what time
it is

Action:

- A/DJ. UP TO FINN.

Timing:

1034-207

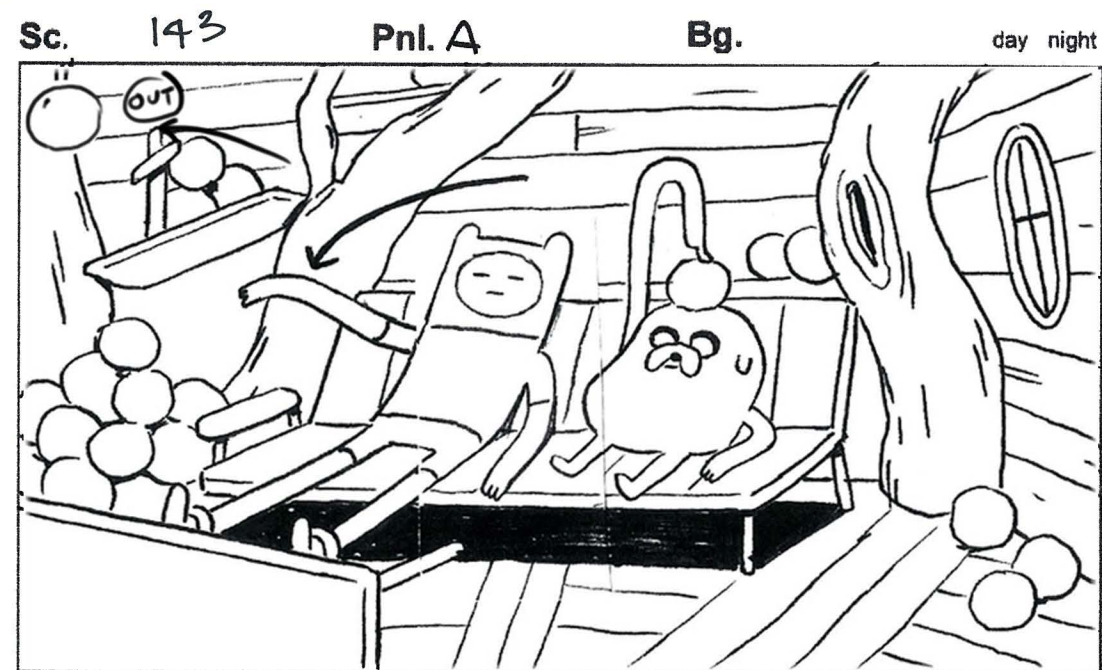
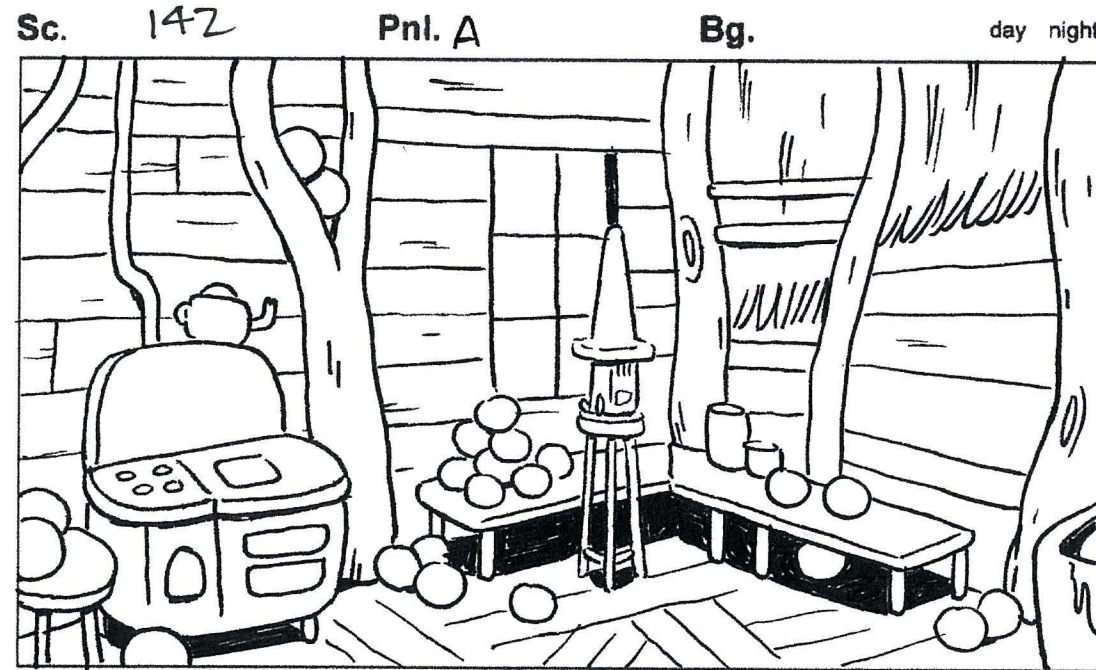
EPISODE #

Production :

ADVENTURE TIME



Page 159



Dialog:

Action: - F B SITS IN THE CORNER, FACING WINDOW.
- F B WEARS ORANGE TRAFFIC CONE,

- FINN THROWS GRAPEFRUIT

Timing:



1034-207

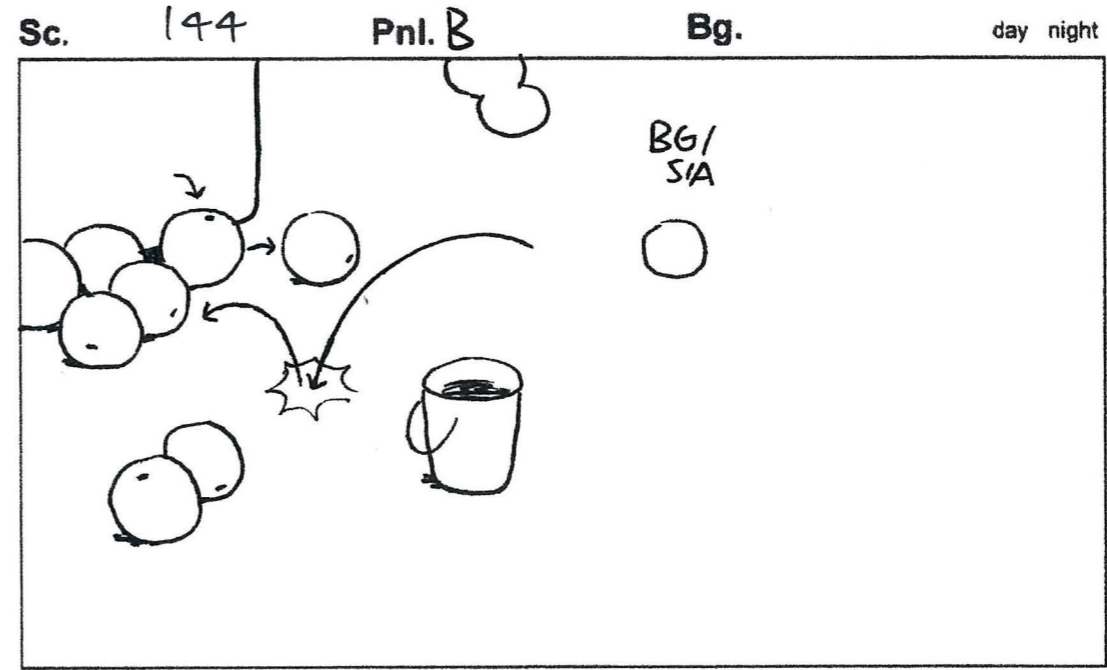
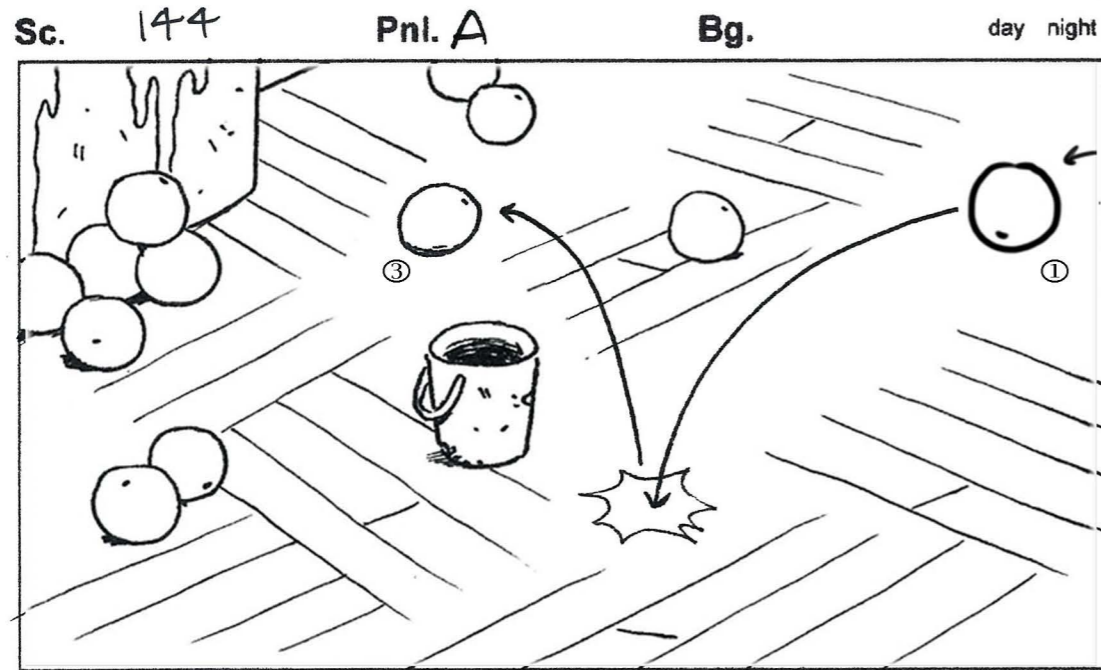
EPISODE #

Production :

ADVENTURE TIME



Page 140

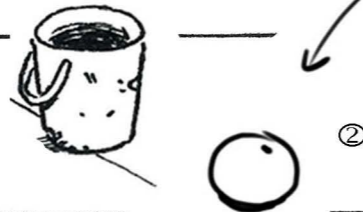


Dialog:

Action: G. FRUIT BOUNCES ON/S,
MISSES BUCKET

BOUNCES INTO OTHER GRAPEFRUITS

Timing:

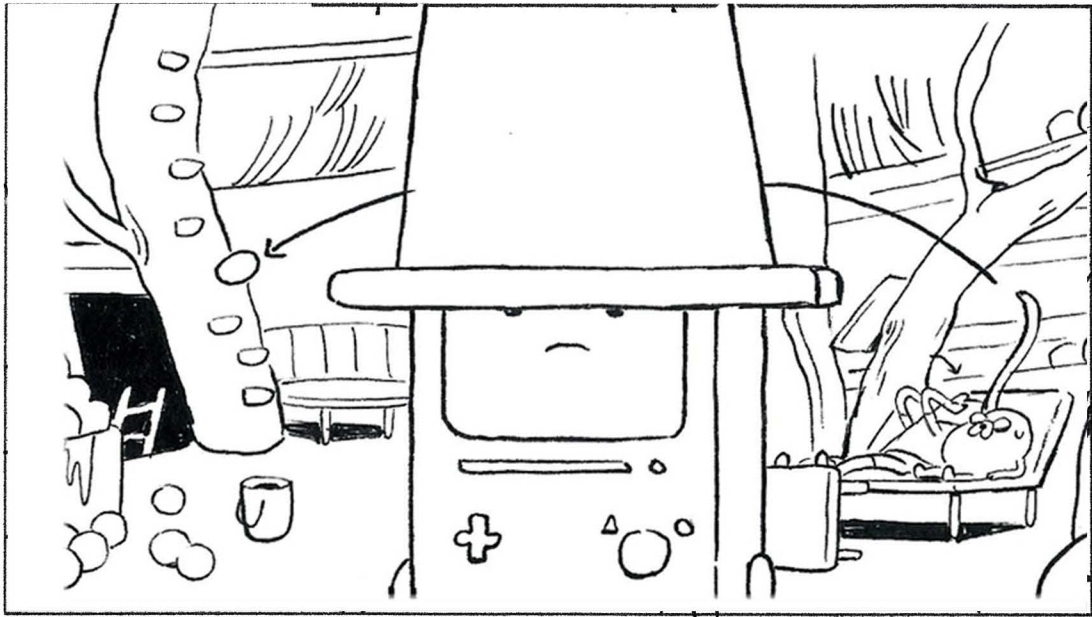


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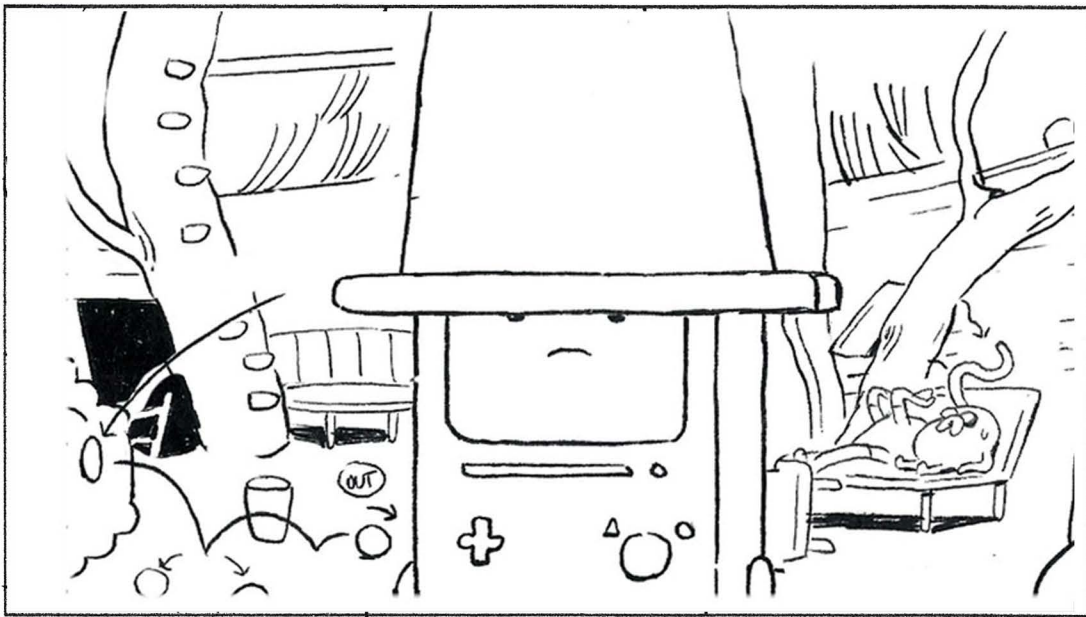
ADVENTURE TIME



Sc. 145 Pnl. A Bg. day night



Sc. 145 Pnl. B Bg. day night



Dialog:

Action:

Timing:



- J. THROWS
G. FRUIT.

- J.'S GRAPEFRUIT MISSES BUCKET.

EPISODE #

Production :

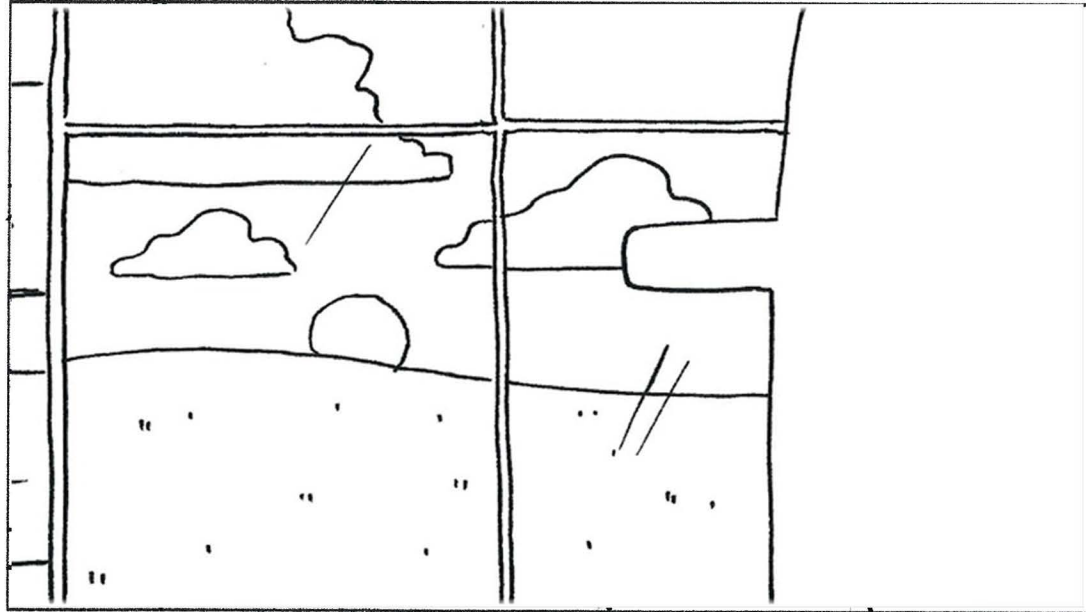
1034-207

ADVENTURE TIME

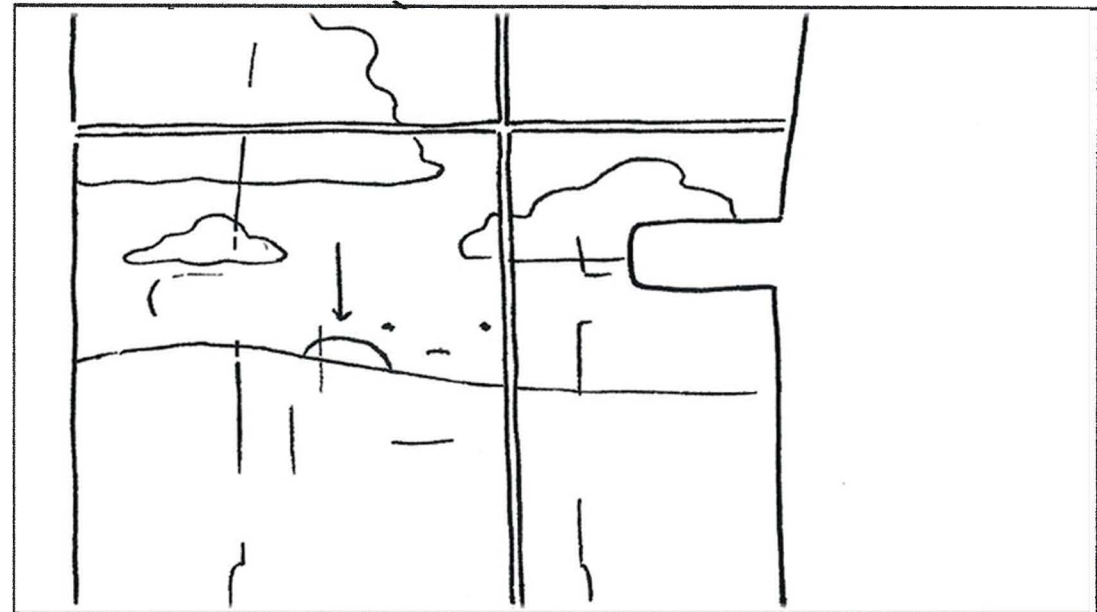


Page 102

Sc. 146 Pnl. A Bg. day night



Sc. 146 Pnl. B Bg. day night



Dialog:

Action:

SUN IS SINKING (PRETTY QUICKLY)

SUN DIPS BELOW HORIZON AND REFLECTION OF BMO
BEGINS TO EMERGE.

Timing:

EPISODE #

1034-207

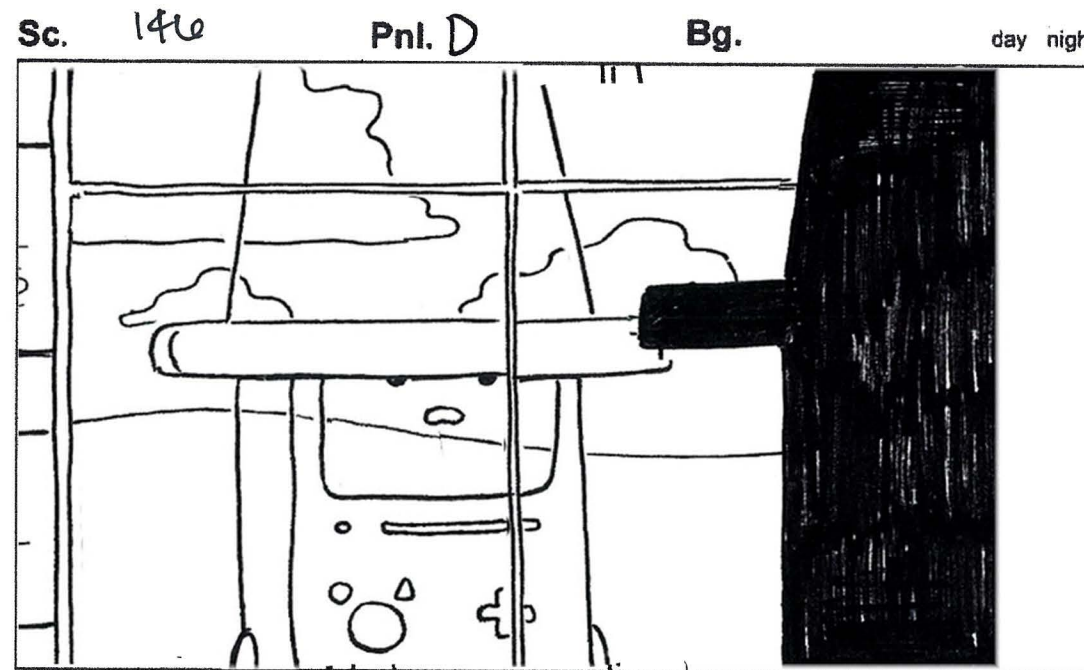
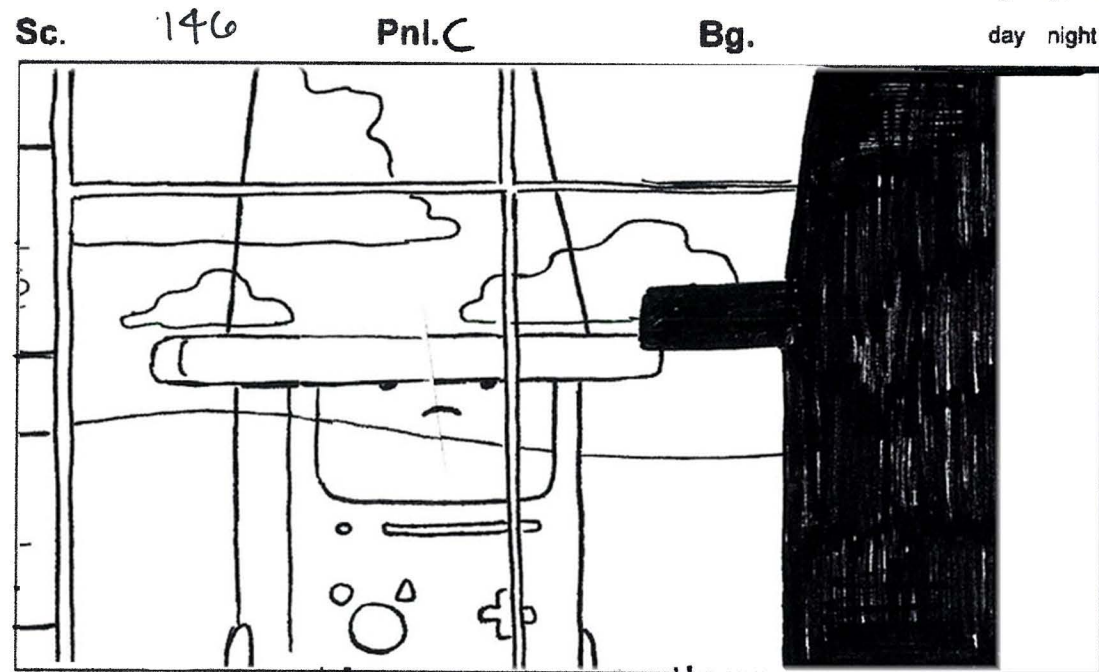
Production :

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ADVENTURE TIME



Page 163



Dialog:

(BMO) SOONER OR LATER YOU'RE GOING TO SLIP
ON SOME SPAGHETTI -

Action:

- BMO STARES AT FB.

Timing:

EPISODE #

1034-207

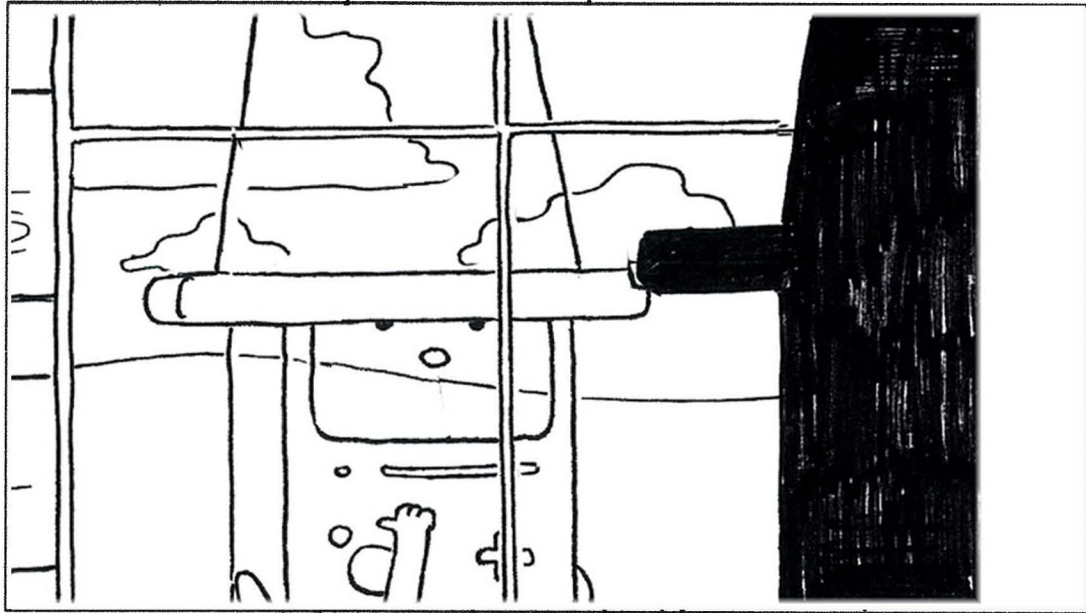
Production :

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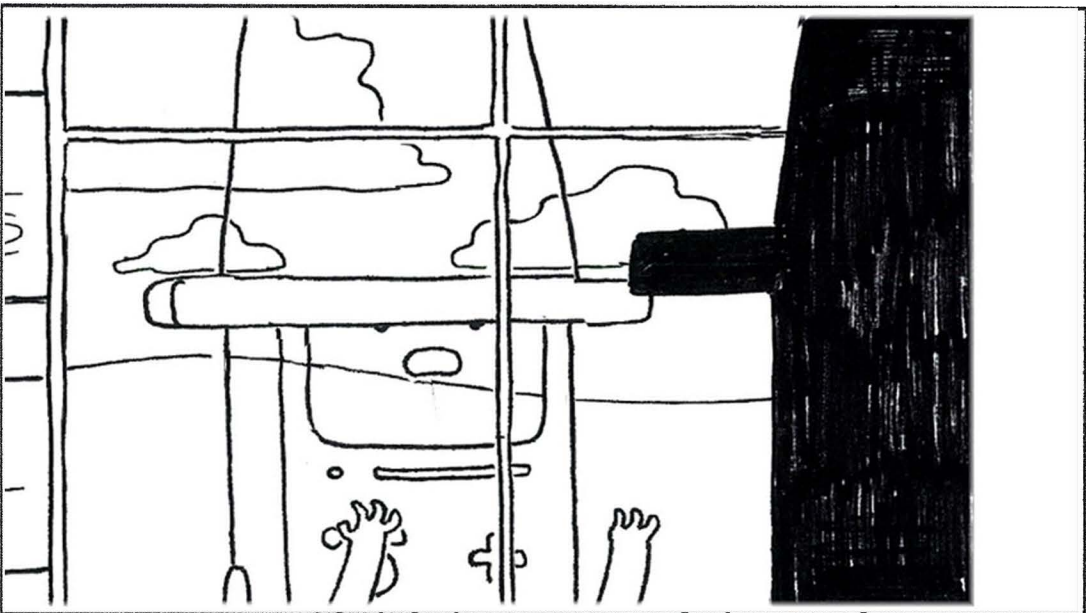
ADVENTURE TIME



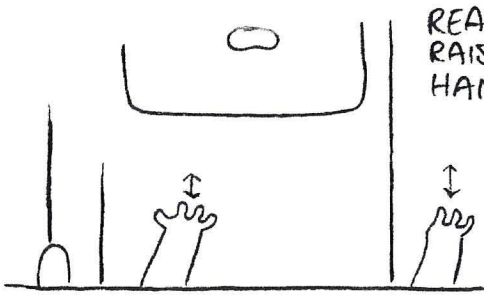
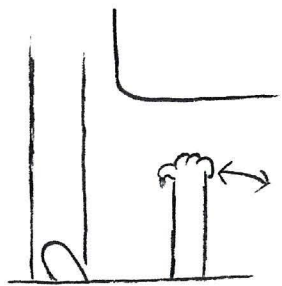
Sc. 146 Pnl. E Bg. day night



Sc. 146 Pnl. F Bg. day night



Dialog:	
(BMO) - AND I'LL BE WAITING ON THAT SHINY FLOOR -	(BMO) - TO DRAG YOU INTO YOUR WORST NIGHTMARE.
Action:	
Timing:	REALLY SLIGHTLY RAISES AND LOWERS HANDS

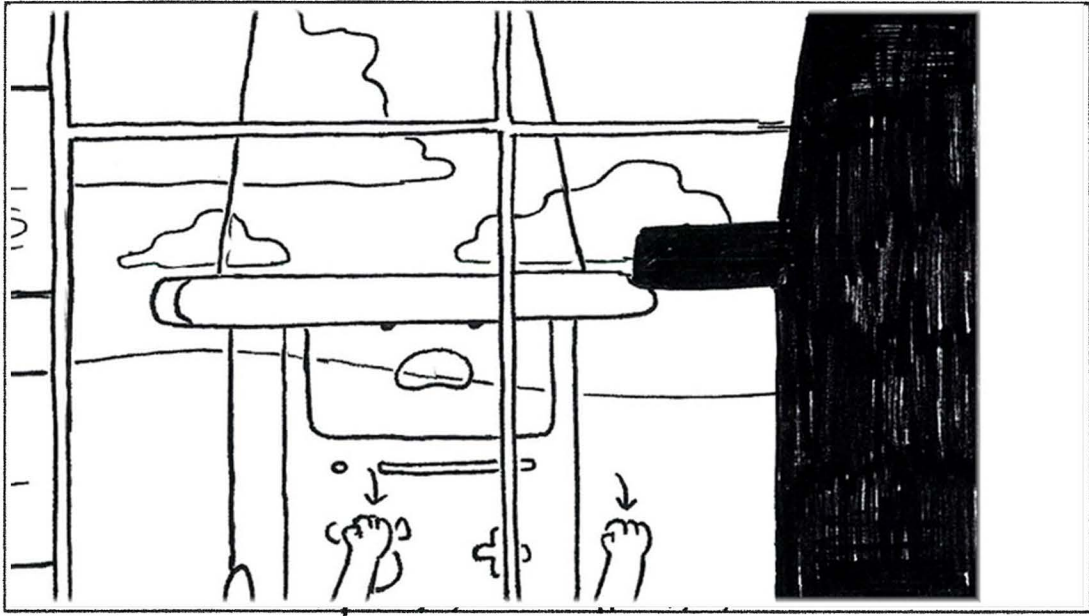


1034-207
EPISODE #
Production :

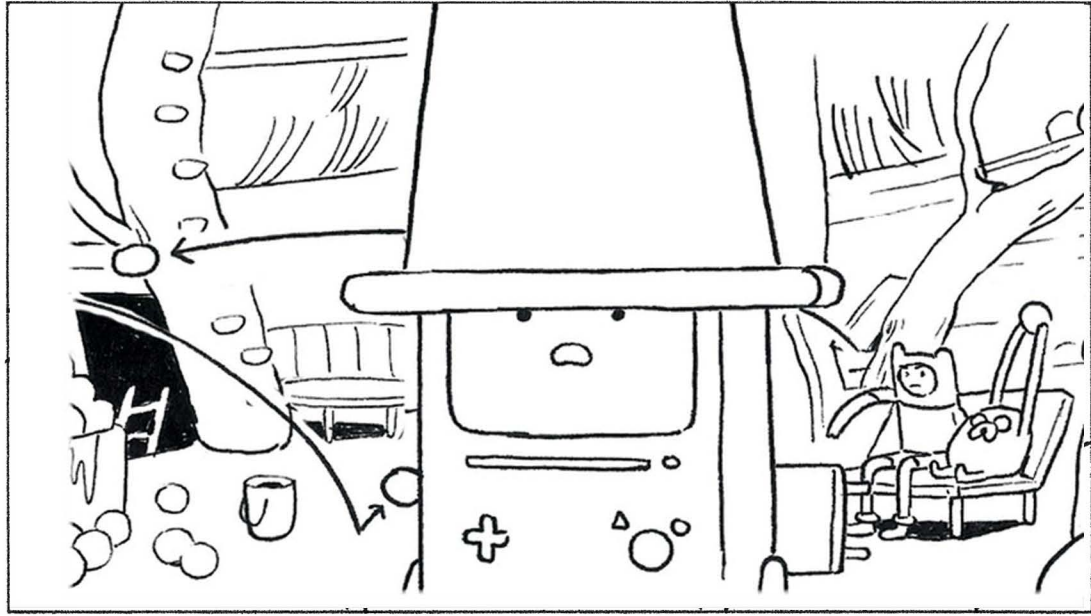
ADVENTURE TIME

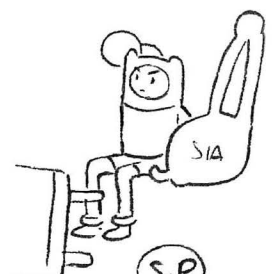


Sc. 146 Pnl. G Bg. day night



Sc. 147 Pnl. A Bg. day night



Dialog:	
(BMO) You double dealer	(FB) BMO, YOU'VE SEEN WHERE I LIVE.
Action: CLENCHES FISTS AGGRESSIVELY	- FINN THROWS GRAPEFRUIT
Timing:	

1034-207

EPISODE #

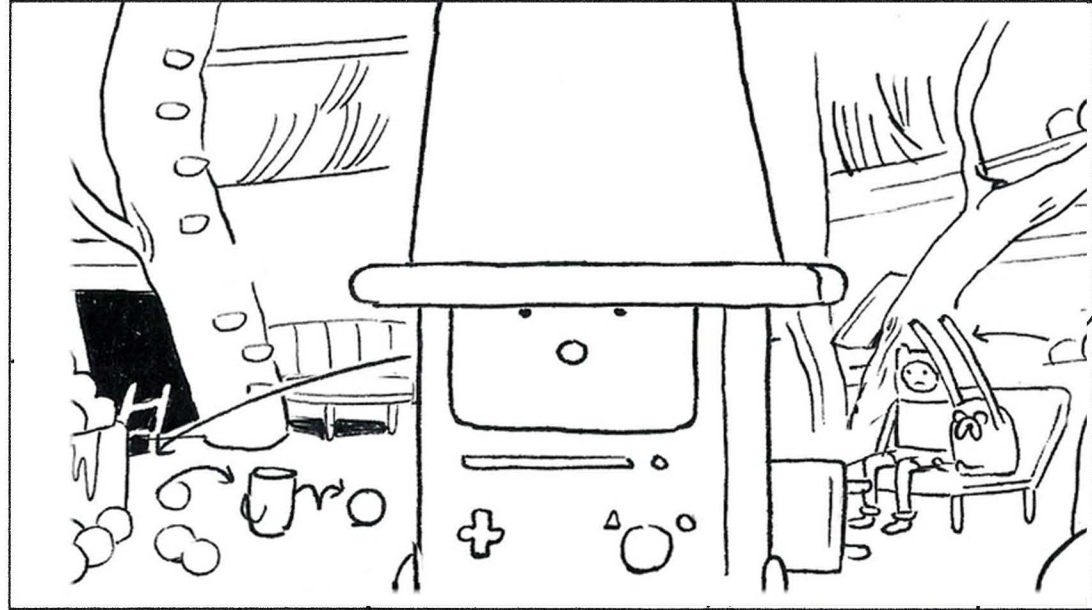
Production :

ADVENTURE TIME

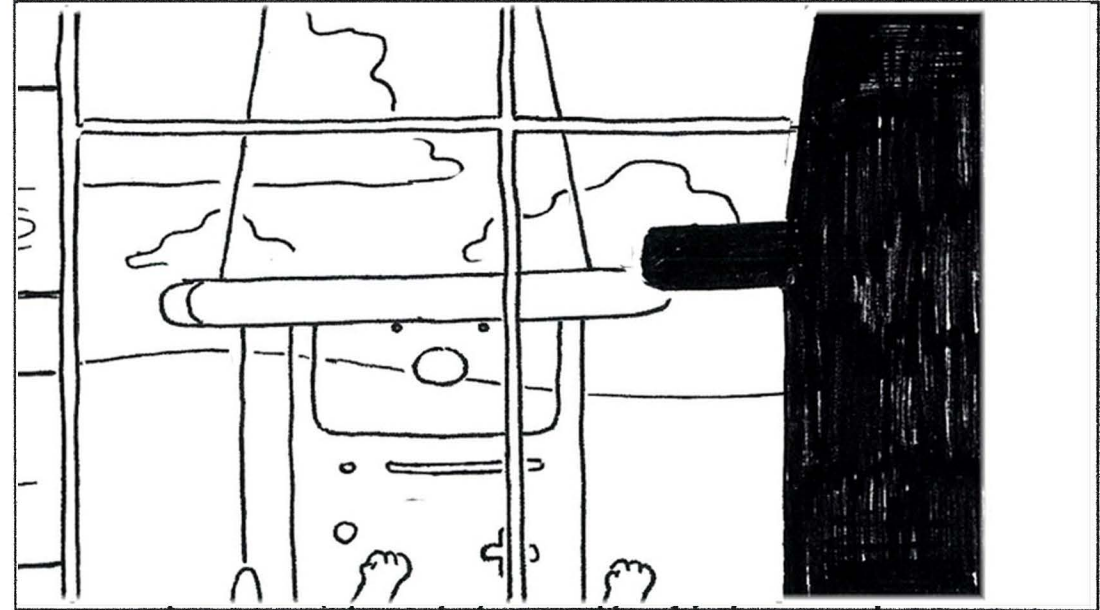


Page 166

Sc. 147 Pnl. B Bg. day night



Sc. 148 Pnl. A Bg. day night



Dialog:

(FB) YOU KNOW WHY I DON'T WANT TO GO BACK

(BMO) BUT WE MADE A DEAL

Action:

JAKE THROWS GRAPEFRUIT

Timing:

EPISODE #

1034-207

Production :

ADVENTURE TIME



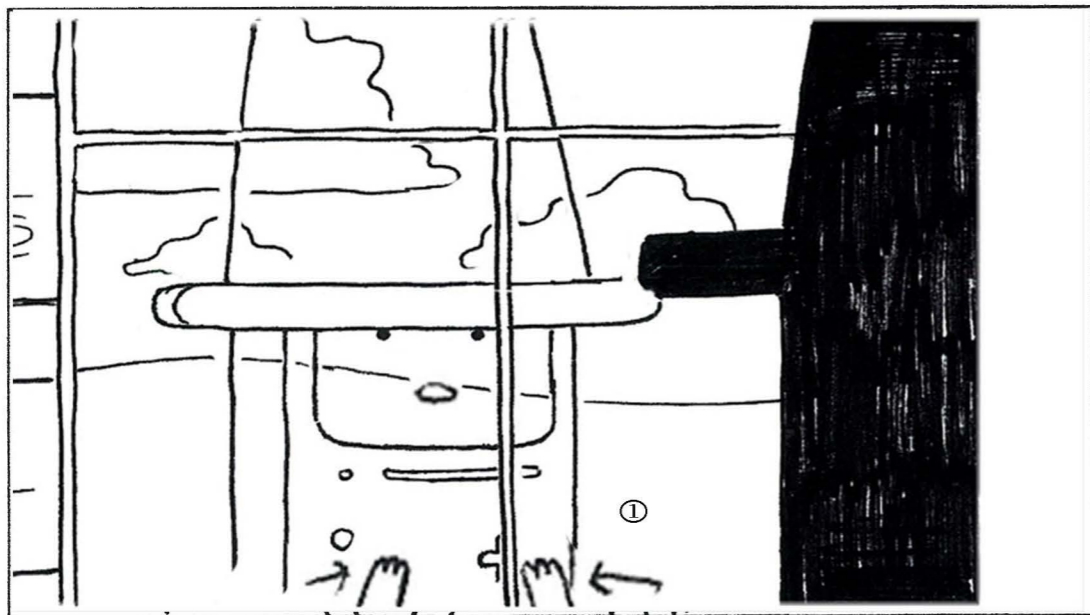
Page 167

Sc. 148

Pnl. B

Bg.

day night

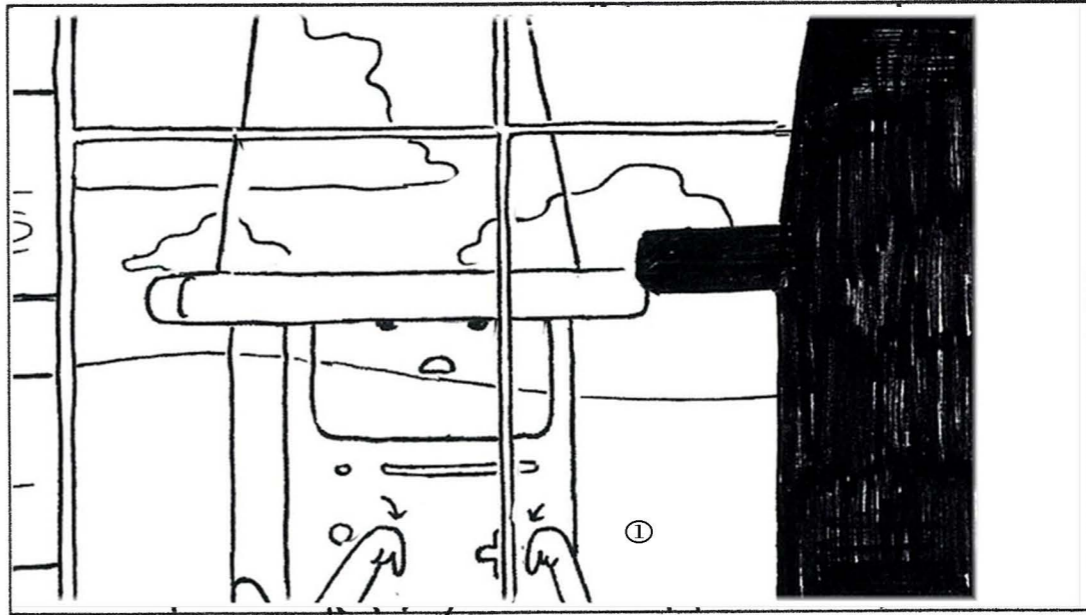


Sc. 148

Pnl. C

Bg.

day night



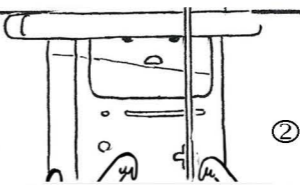
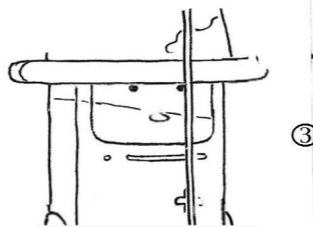
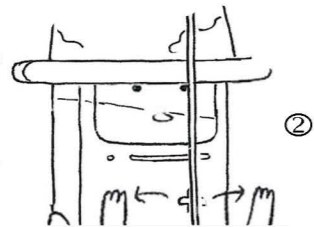
Dialog:

(BMO) AND WHERE I COME FROM, ^{①②} A FACTORY

(BMO) BREAKING DEALS MEANS YOU HAVE TO GO TO
^① THE DIRT HOLE

Action:

Timing:



1034-207

EPISODE #

Production :

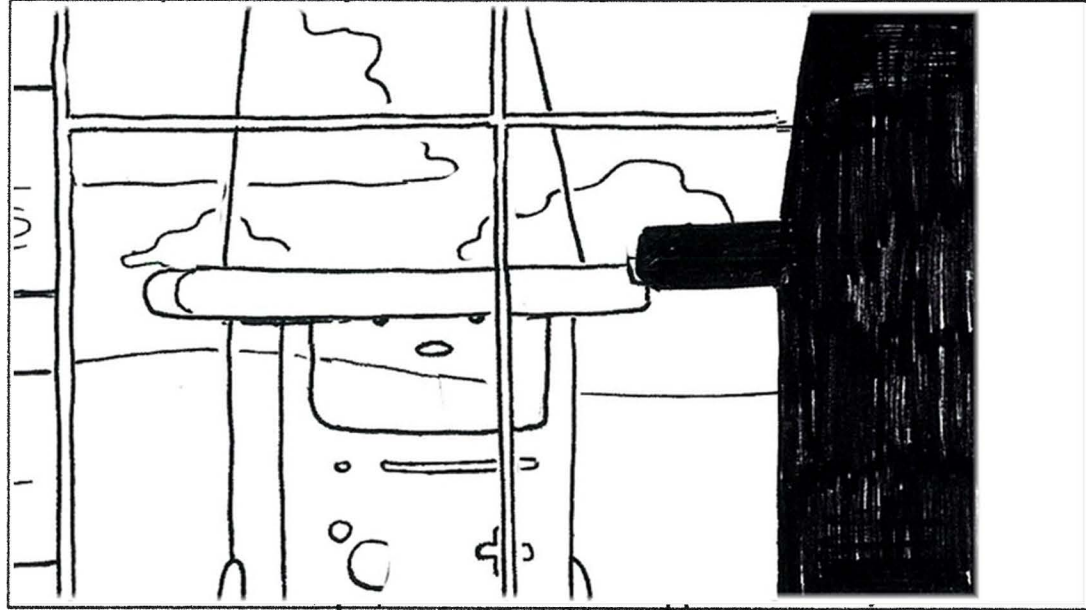
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ADVENTURE TIME

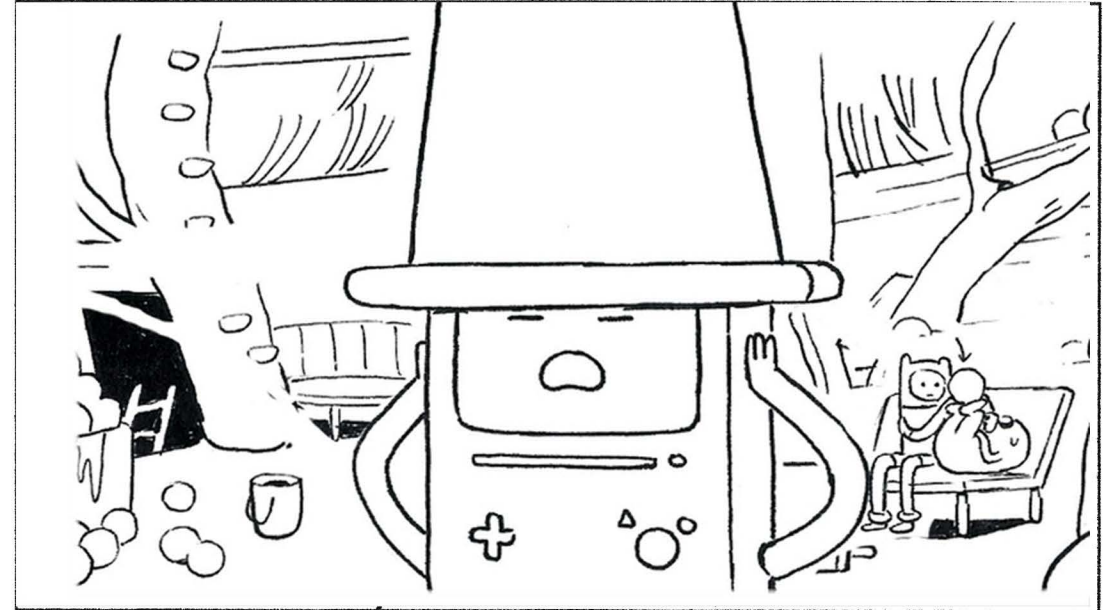


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Sc. 148 Pnl. D Bg. day night



Sc. 149 Pnl. A Bg. day night



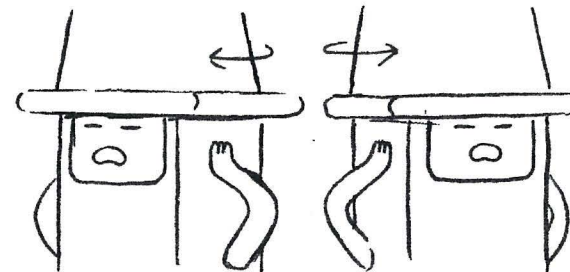
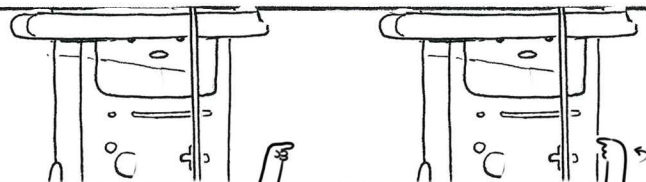
Dialog:

(BMO) THAT'S WHERE YOU'RE GOING, FOOTBALL, IF YOU DON'T SWITCH PLACES WITH ME.

(FB) NOOOO!

Action:

Timing:



- FB SHAKES HEAD.
- F. PLACES G. FRUIT
ON J'S FEET.

1034-207

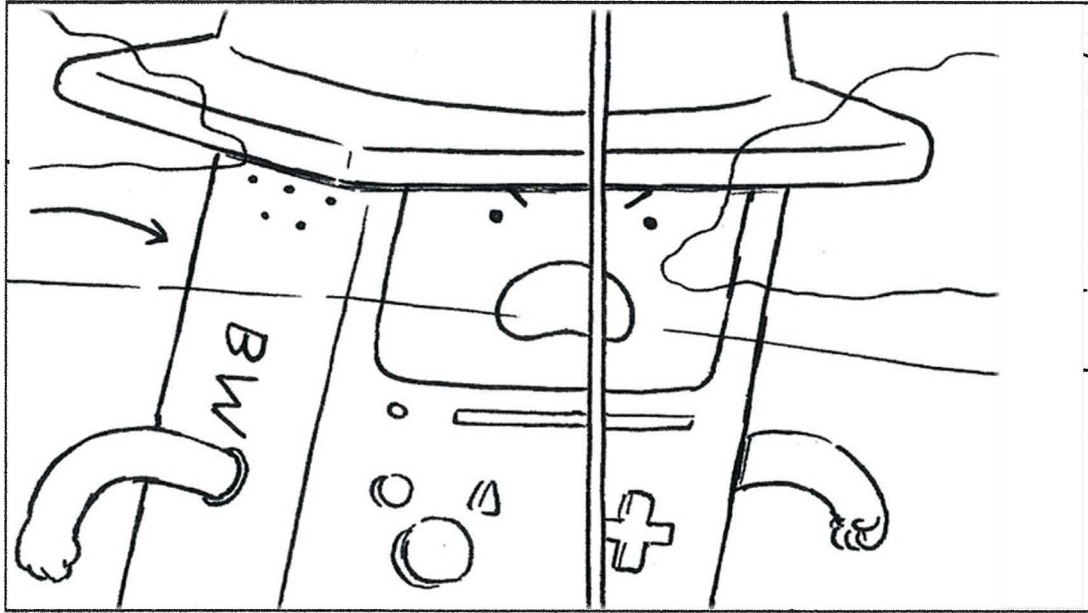
EPISODE #

Production :

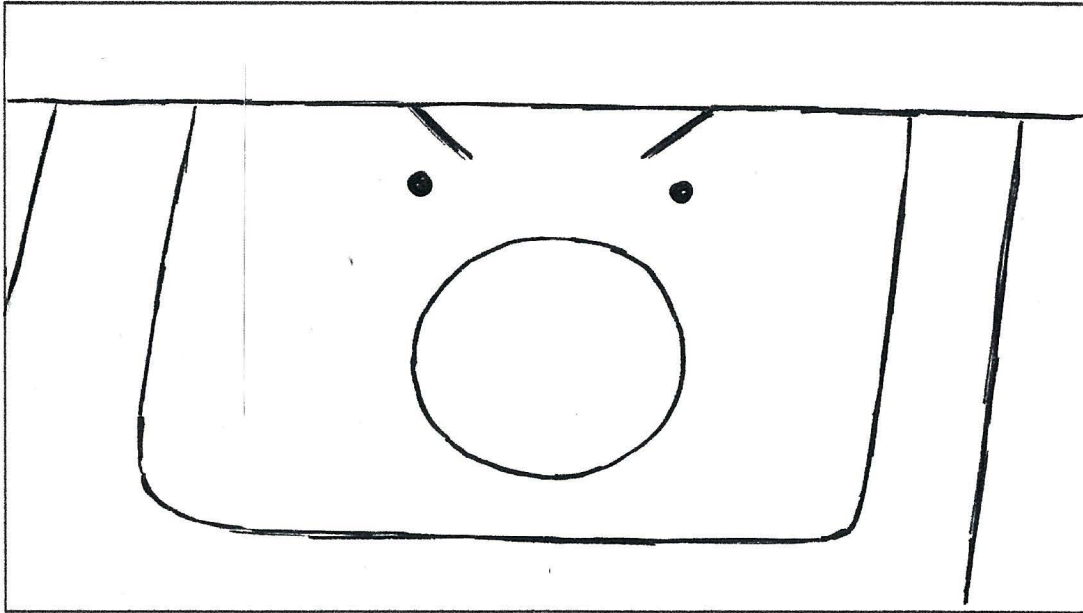
ADVENTURE TIME



Sc. 150 Pnl. A Bg. day night



Sc. 150 Pnl. B Bg. day night



Dialog:	(BMO) YES! YOU'RE GOING TO THE DIRT HOLE, FOOTBALL!	(BMO) DIRRRRT HOLE!!!
Action:		
Timing:		

S.P.

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1034-207
EPISODE #
Production :

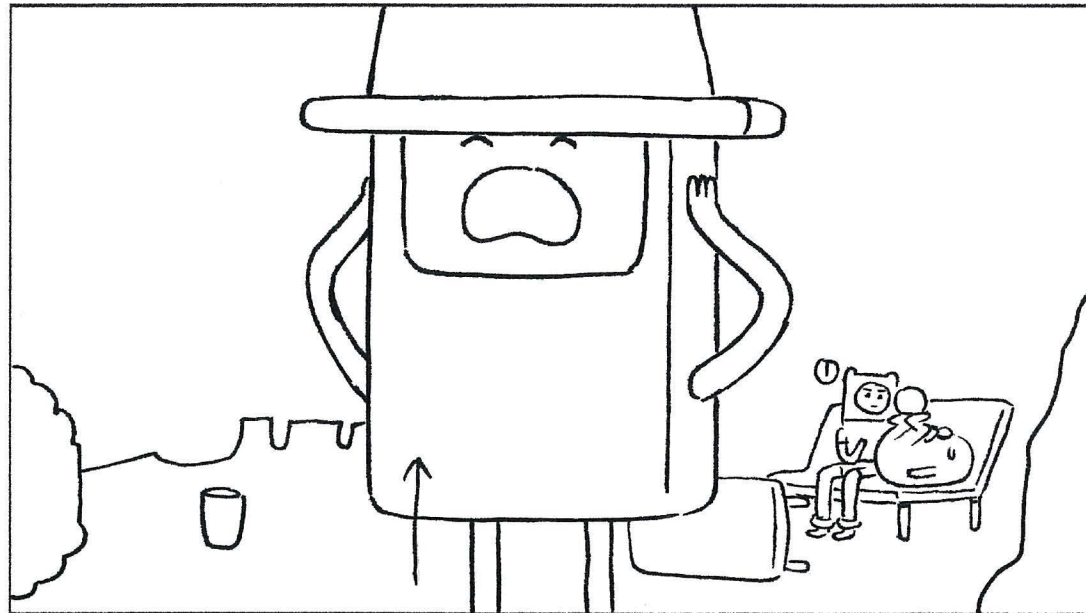
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ADVENTURE TIME

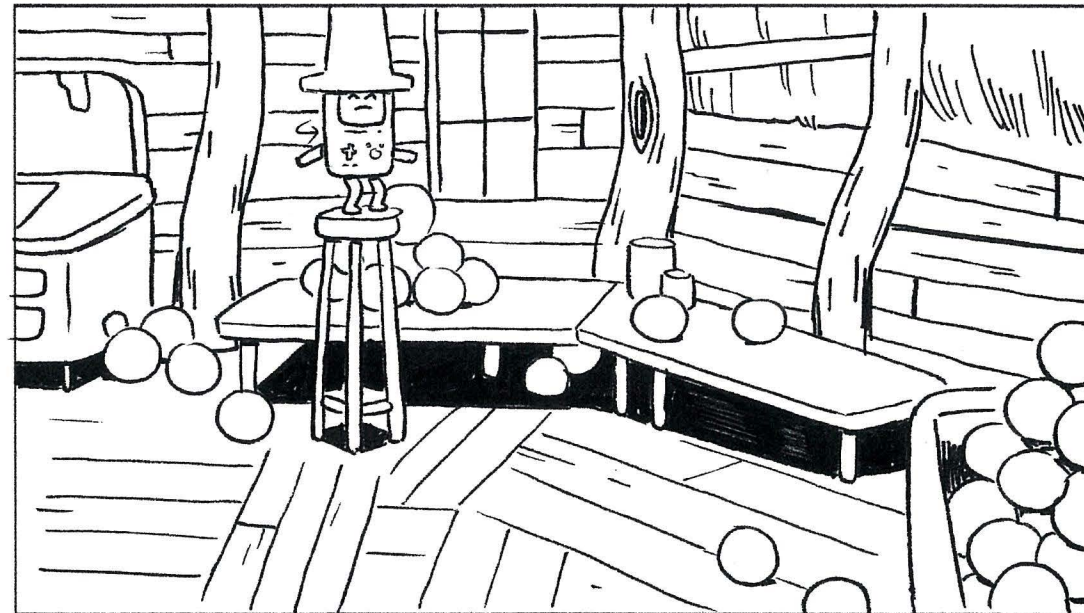


Page 170

Sc. 152 Pnl. A Bg. day night



Sc. 153 Pnl. A Bg. day night



Dialog:

(FB) NO!

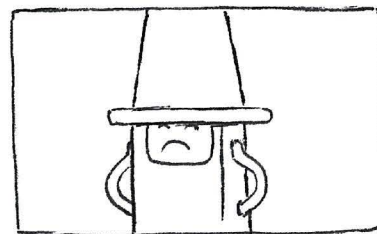
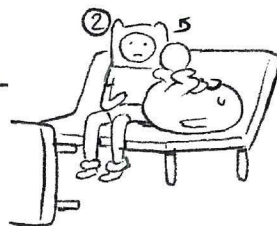
Action:

• FOOTBALL STANDS UP ABRUPTLY

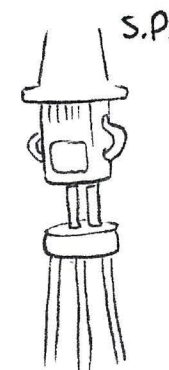
- FB TURNS AROUND

• FINN TURNS HEAD

Timing:



S.P.



S.P.

Production :

EPISODE #

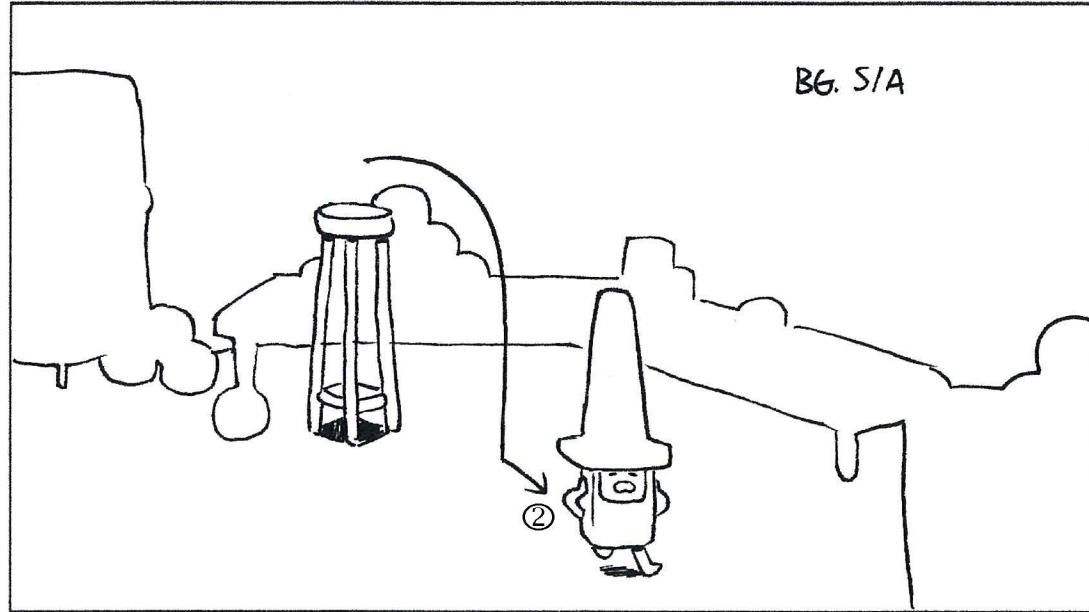
1034-207

ADVENTURE TIME

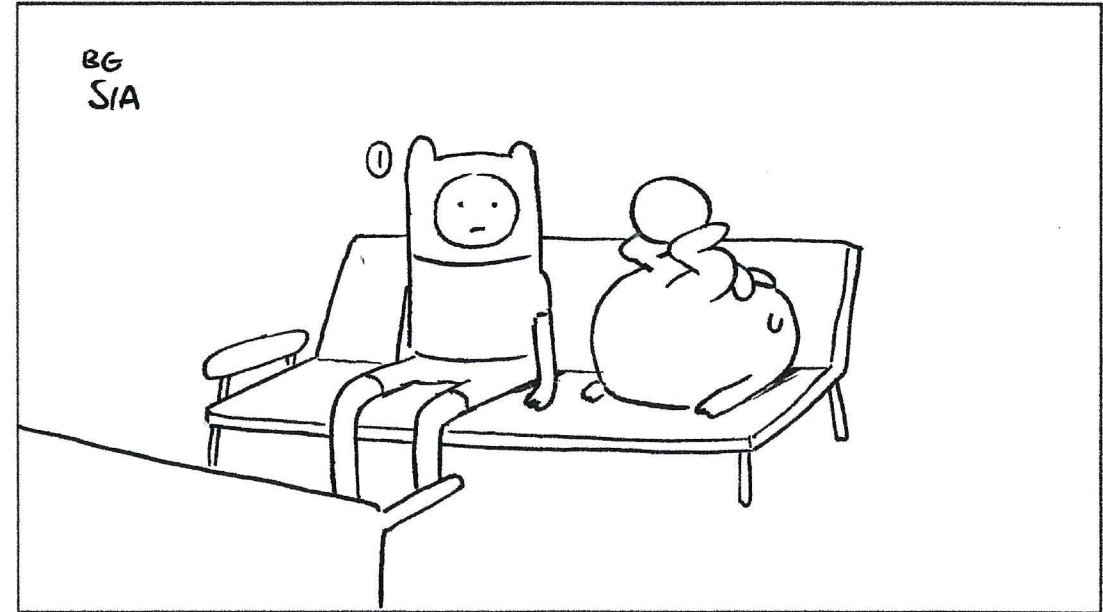


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Sc. 153 Pnl. B Bg. day night



Sc. 154 Pnl. A Bg. day night



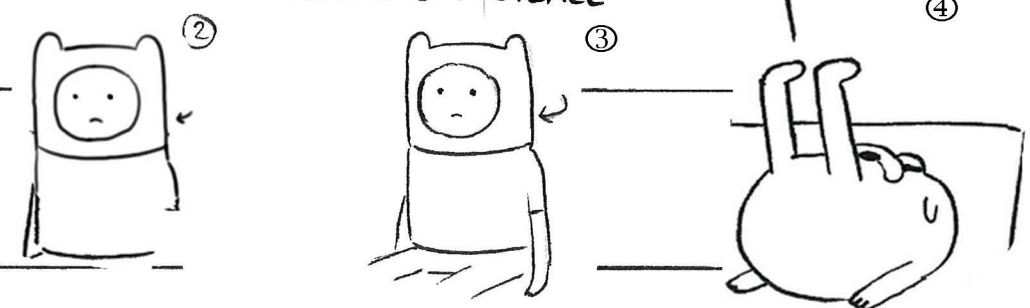
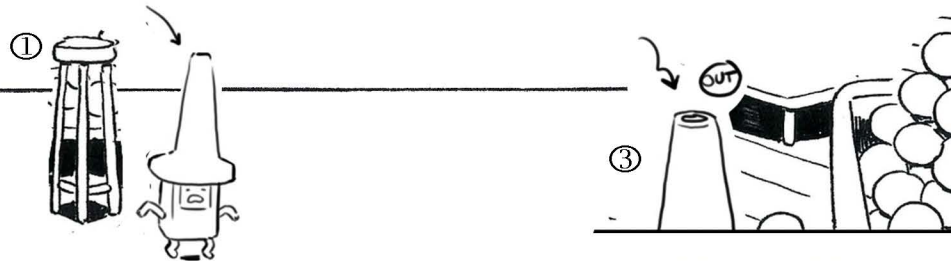
Dialog:

(FB) I'M GOING WHERE YOU'LL NEVER FIND ME

Action:

-FB JUMPS OFF STOOL AND RUSHES FORWARD.

Timing:

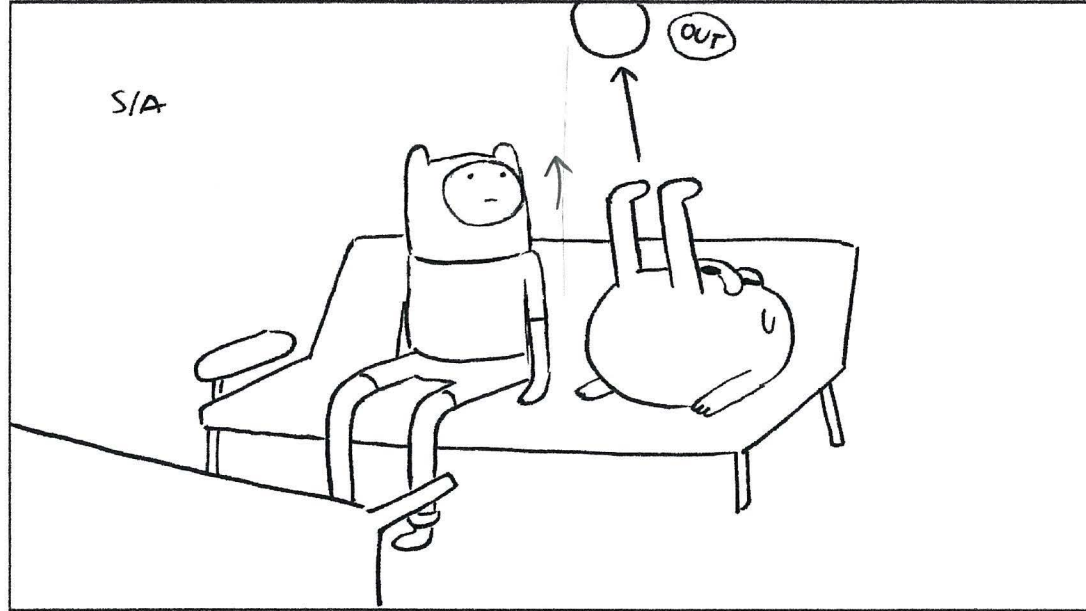


ADVENTURE TIME

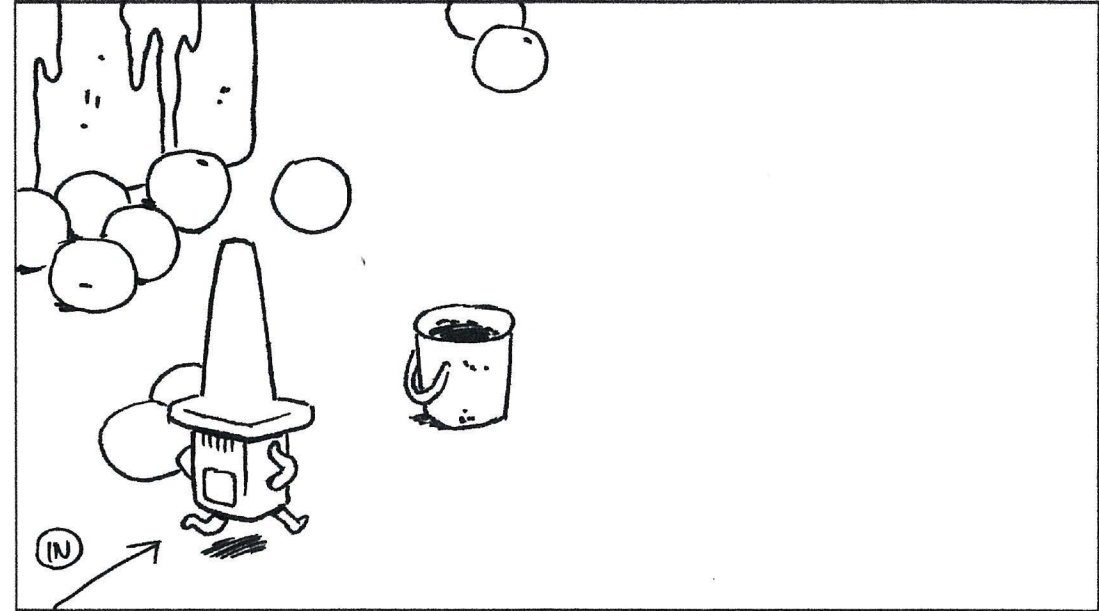


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Sc. 154 Pnl. B Bg. day night



Sc. 155 Pnl. A Bg. day night



Dialog:

Action:

- J. KICKS UP G. FRUIT. OFF/S.

- FB RUNS ON/S

Timing:

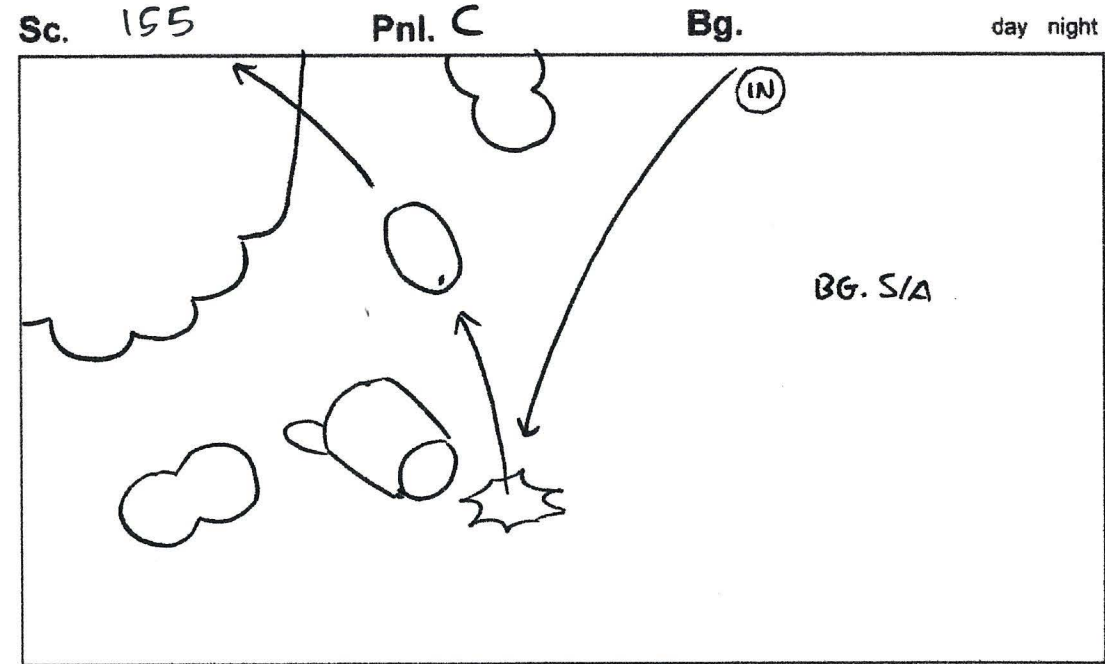
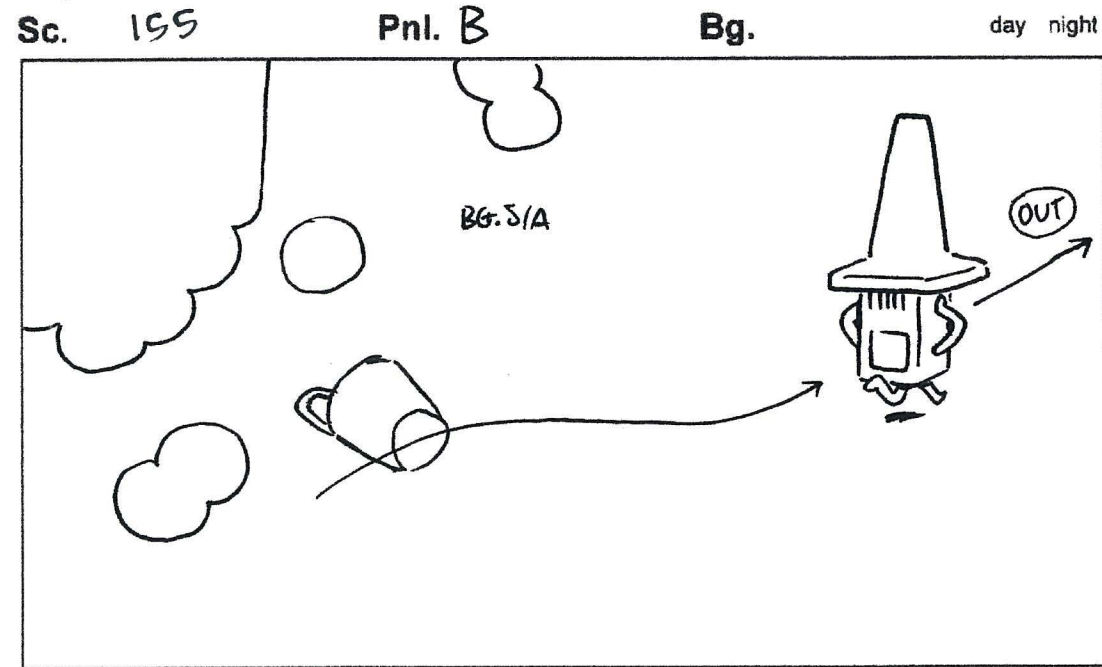
EPISODE # 1034-207

Production :

ADVENTURE TIME



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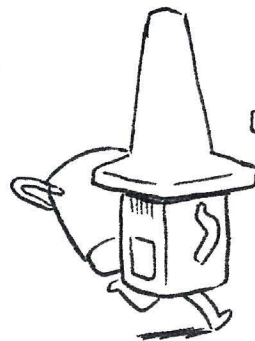


Dialog:

SFX: * CLANG! *

Action:

Timing:



BASHES INTO
BUCKET AND
CONTINUES OFF/S.

JAKE [O/S] AWW FOOTBALL!

GRAPEFRUIT BOUNCES WHERE BUCKET WAS

EPISODE #

Production :

1034-207

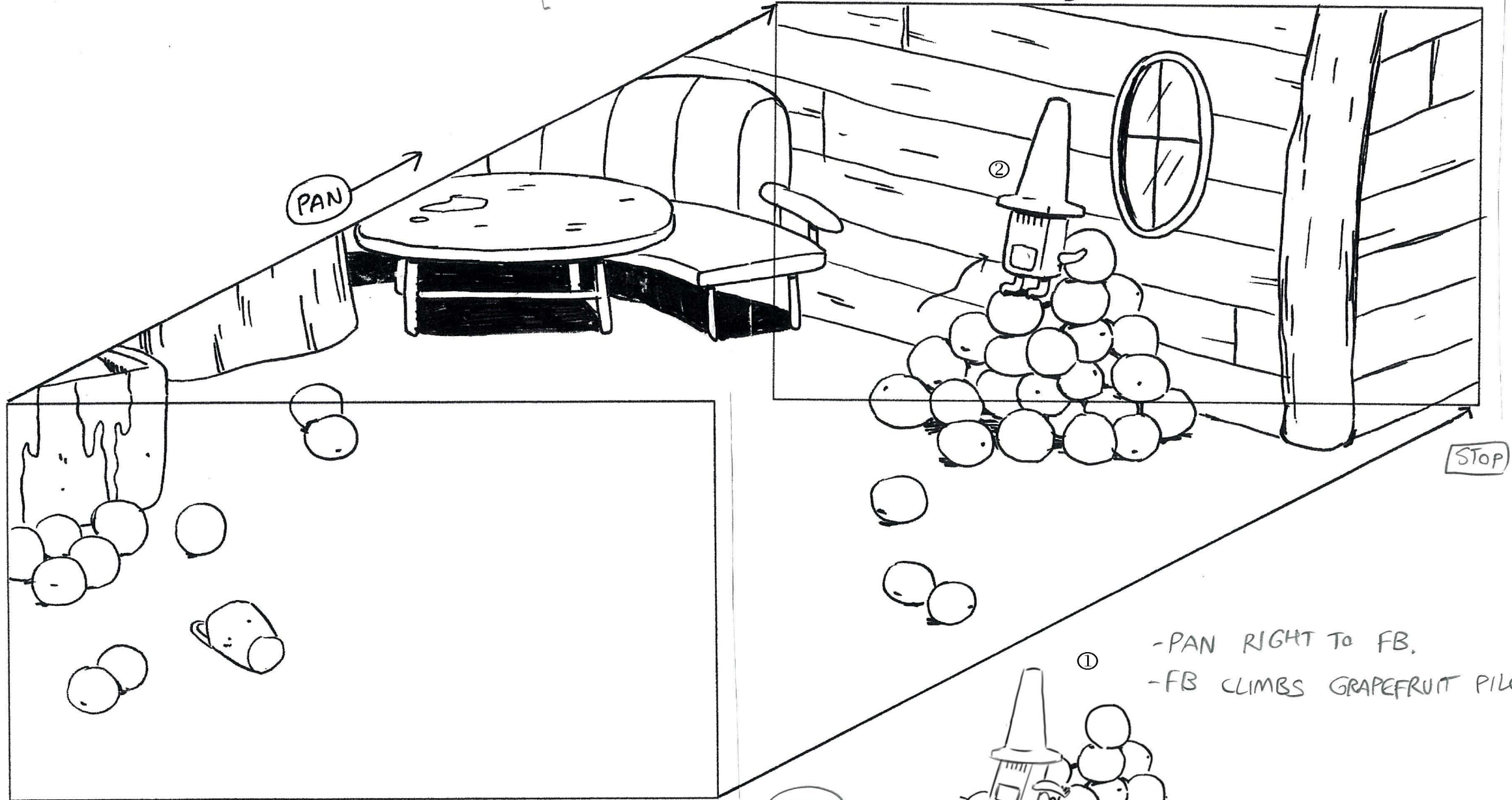


Sc. 155

Pnl. D

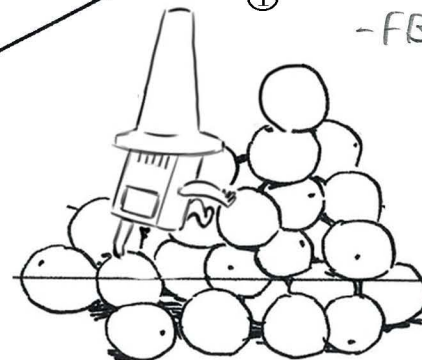
Bg.

day night



START

①
-PAN RIGHT TO FB.
-FB CLIMBS GRAPEFRUIT PILE.



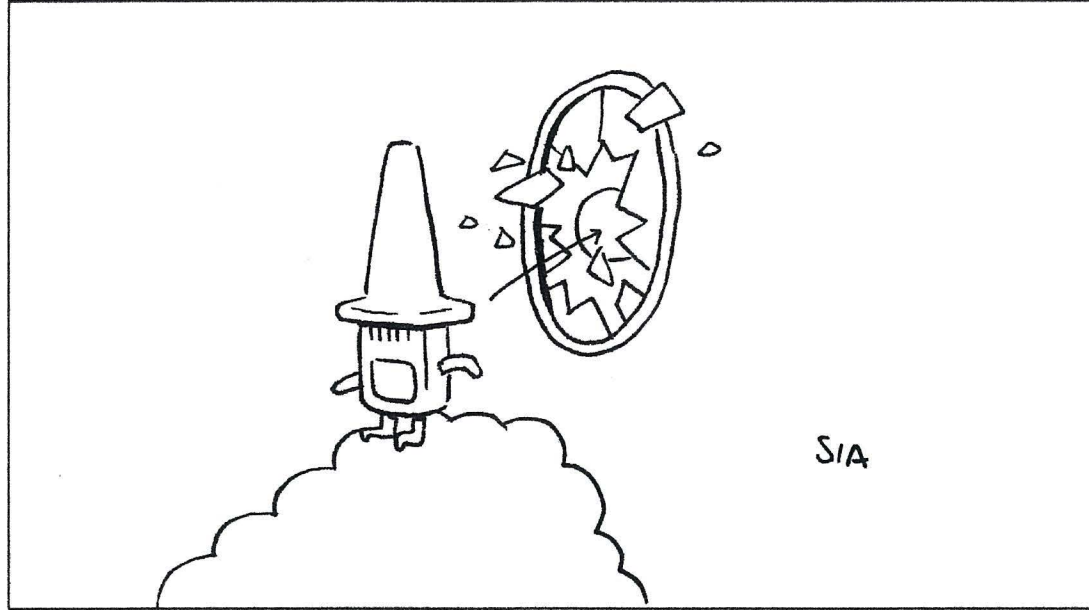
1034-207

ADVENTURE TIME

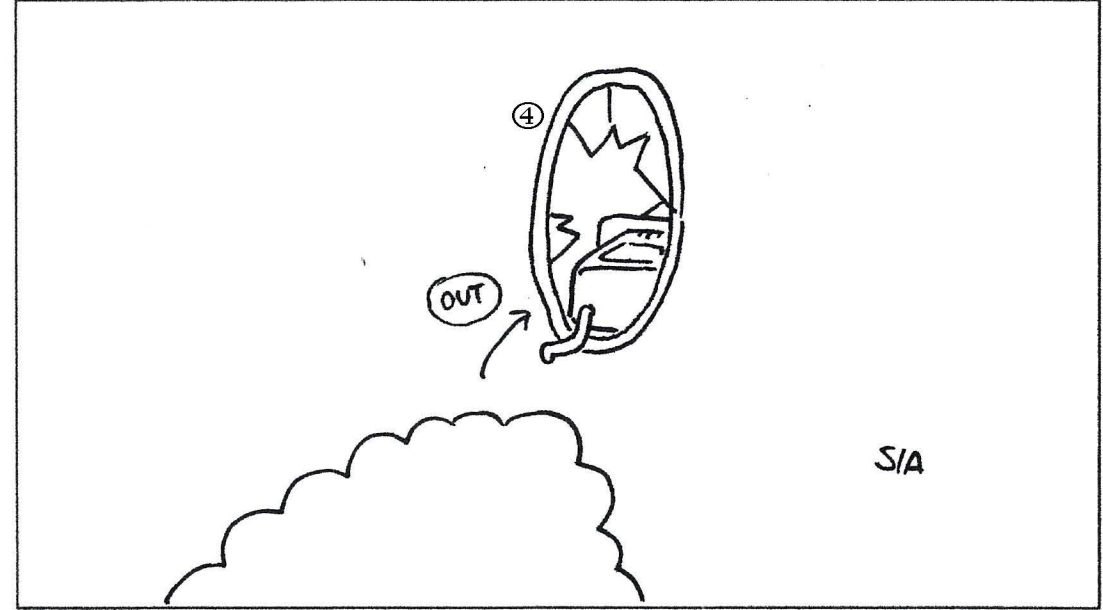


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Sc. 155 Pnl. E Bg. day night



Sc. 155 Pnl. F Bg. day night



Dialog:

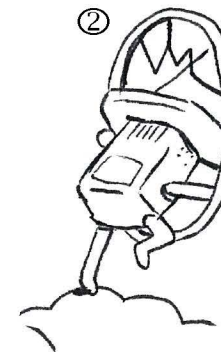
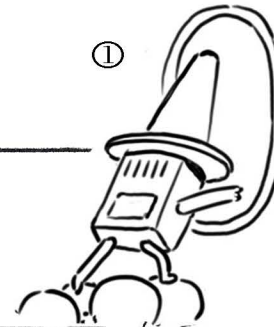
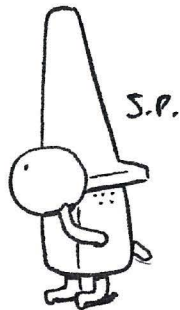
SFX: * SKSHH *

(FINN) [ois] BMO?

Action:

- FB THROWS G.FRUIT
THROUGH WINDOW!

Timing:



Production :

EPISODE #

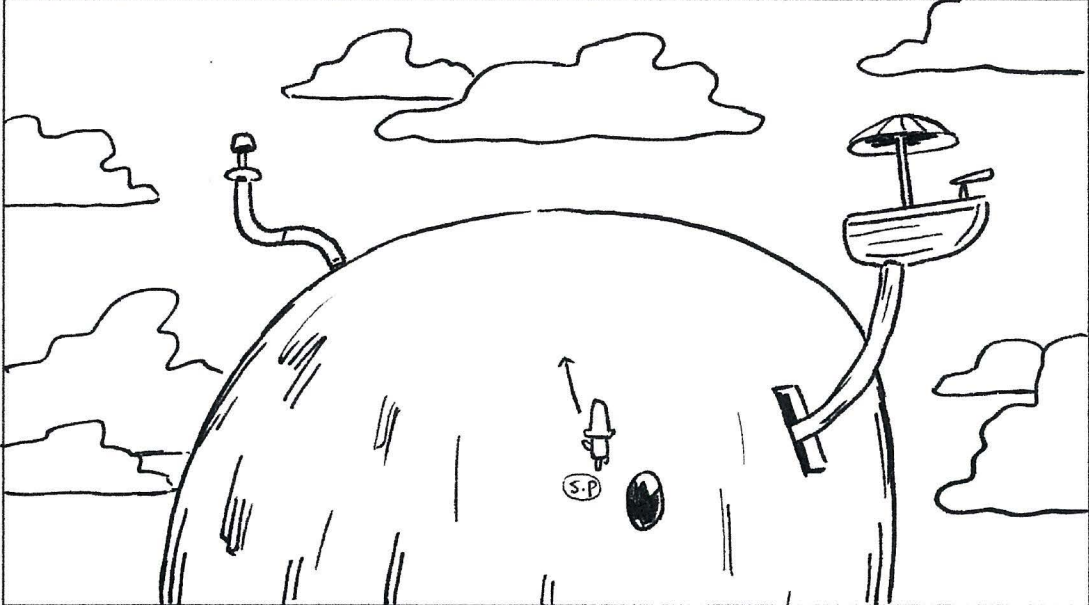
1034-207

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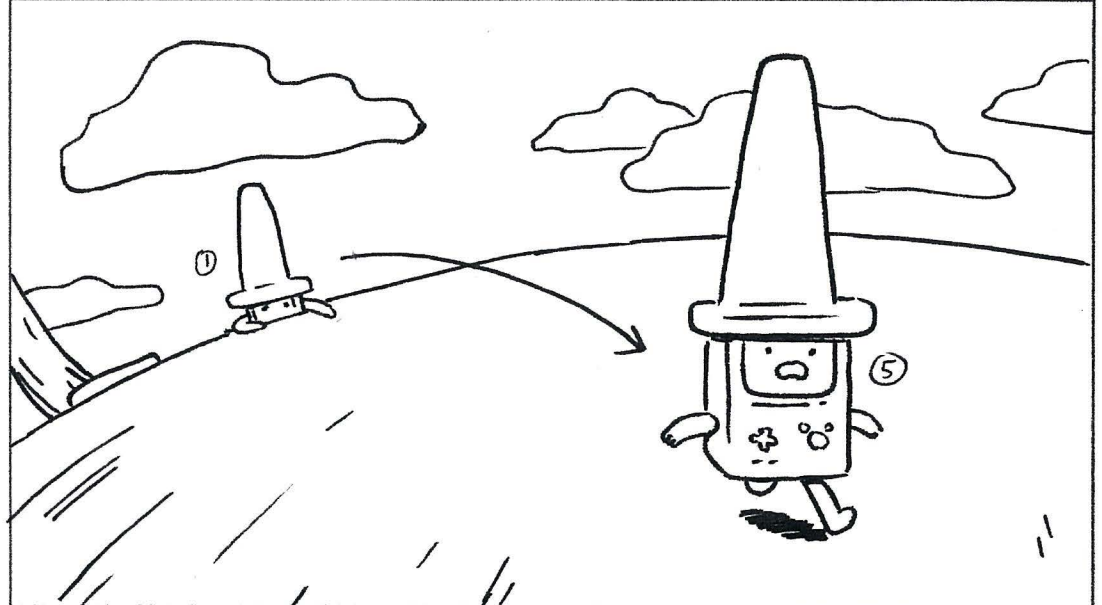
ADVENTURE TIME



Sc. 156 Pnl. A Bg. day night



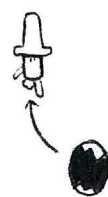
Sc. 157 Pnl. A Bg. day night



Dialog:

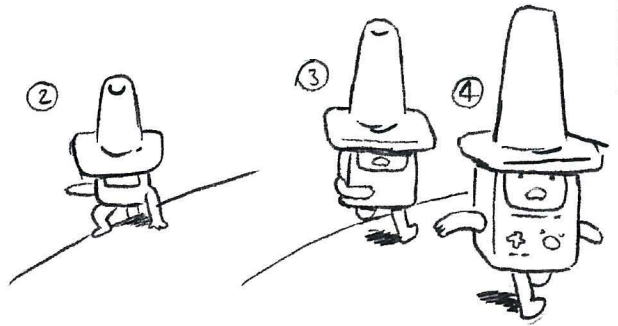
(FB) * STRUGGLING / WHIMPERING SOUNDS *

Action:



FB CLIMBING UP SIDE OF ROOF

Timing:



- FB CRESTS ROOF, RUNS FORWARD.

1034-207
EPISODE #
Production :

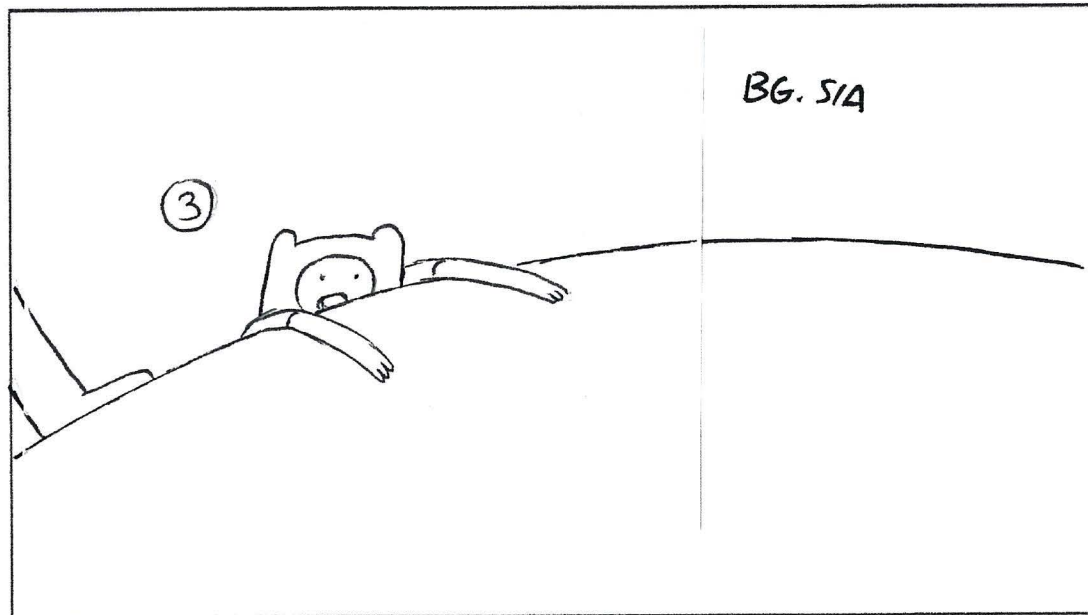
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ADVENTURE TIME

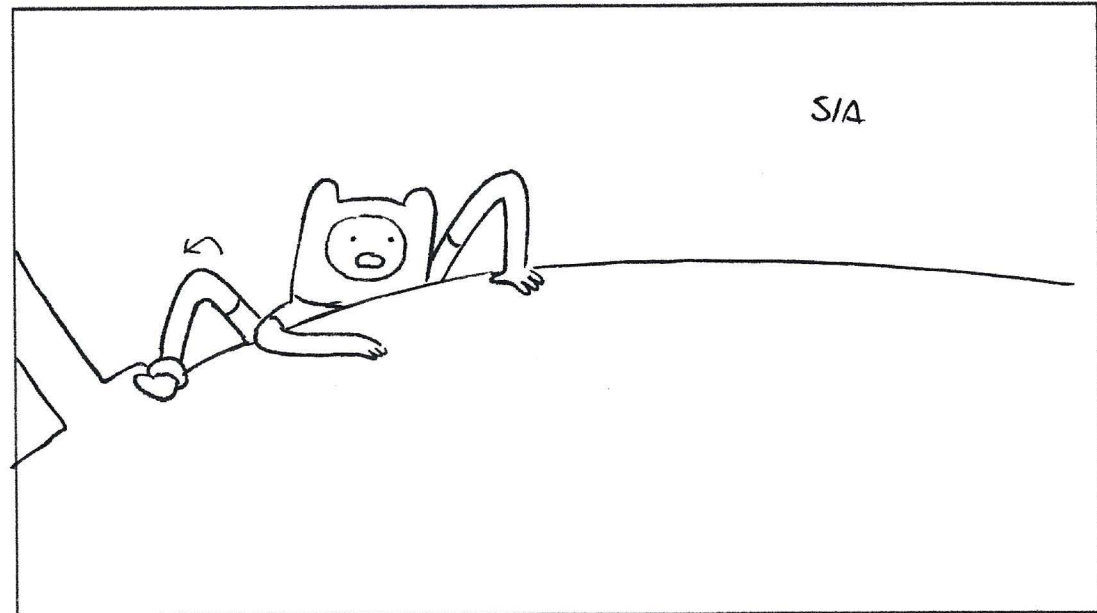


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Sc. 157 Pnl. B Bg. day night



Sc. 157 Pnl. C Bg. day night

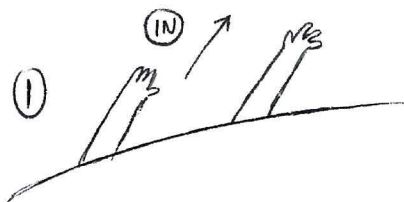


Dialog:

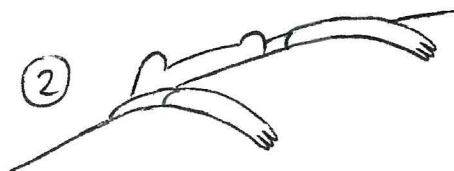
Ⓕ [OUT OF BREATH] BMO WHAT THE HECK?

Ⓕ YOU'RE BEING A CRAZY PERSON

Action:



Timing:



- F. CLIMBS
ONTO ROOF

1034-207

EPISODE #

Production :

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ADVENTURE TIME

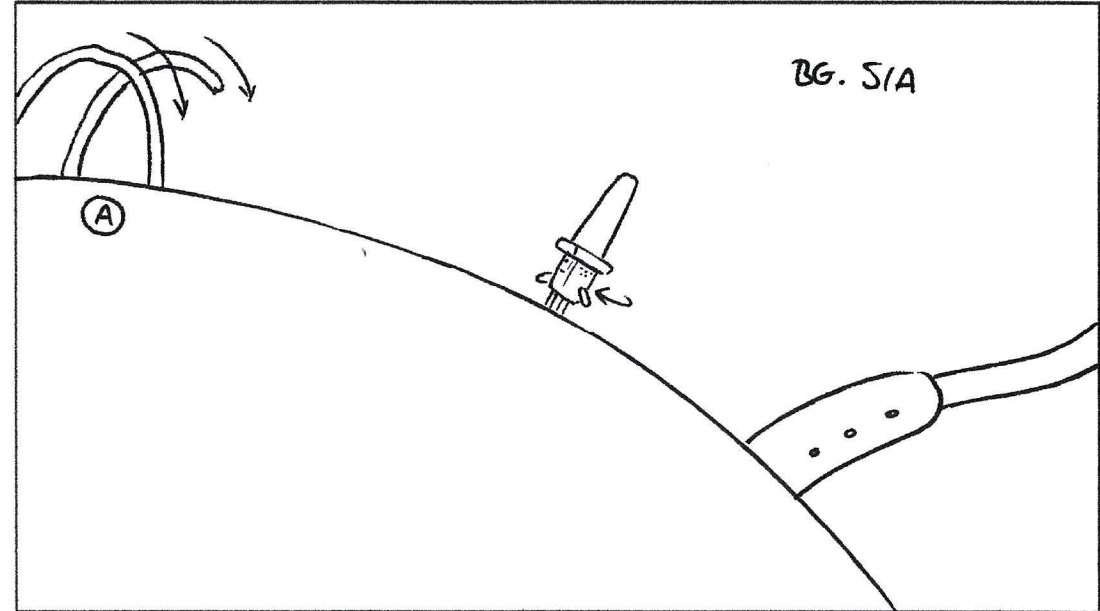


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Sc. 158 Pnl. A Bg. day night

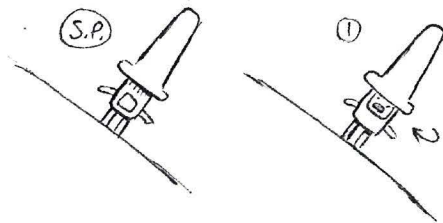


Sc. 158 Pnl. B Bg. day night

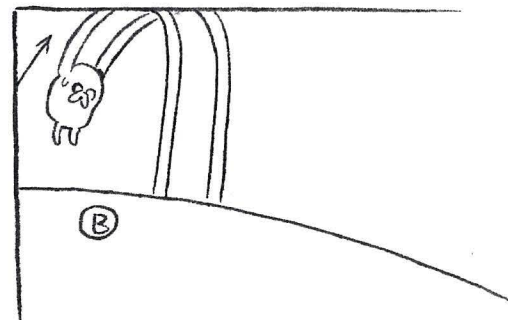


Dialog: (FB) ① I AM FOOTBALL! ② AND I' AM SAFE UP HERE !

Action:



Timing:



-J, STRETCH/
CLIMBS ON/S
-FB TURNS.

EPISODE #

1034-207

Production :

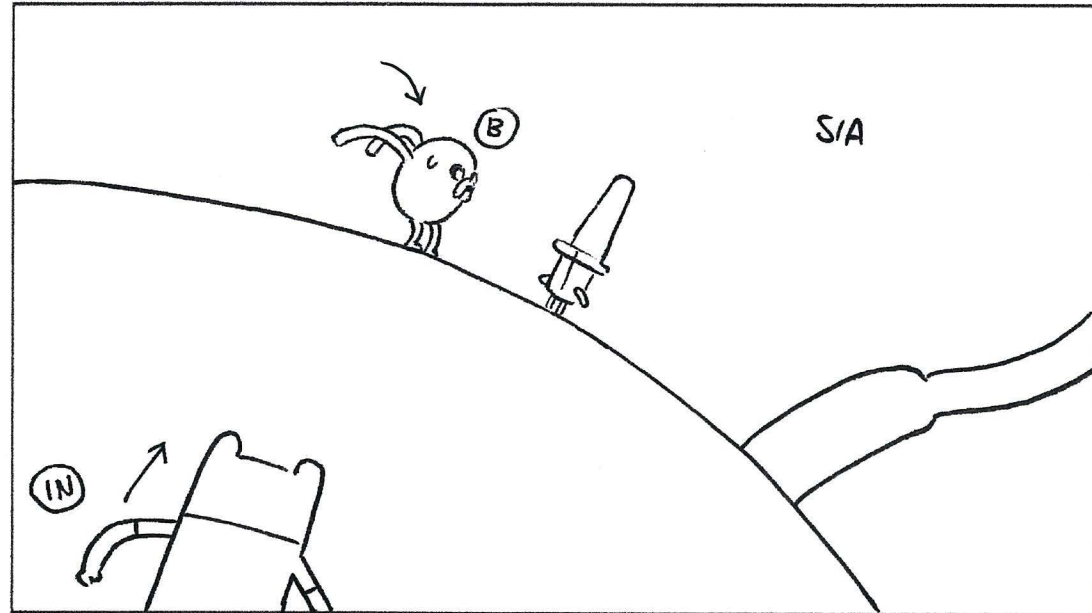
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ADVENTURE TIME

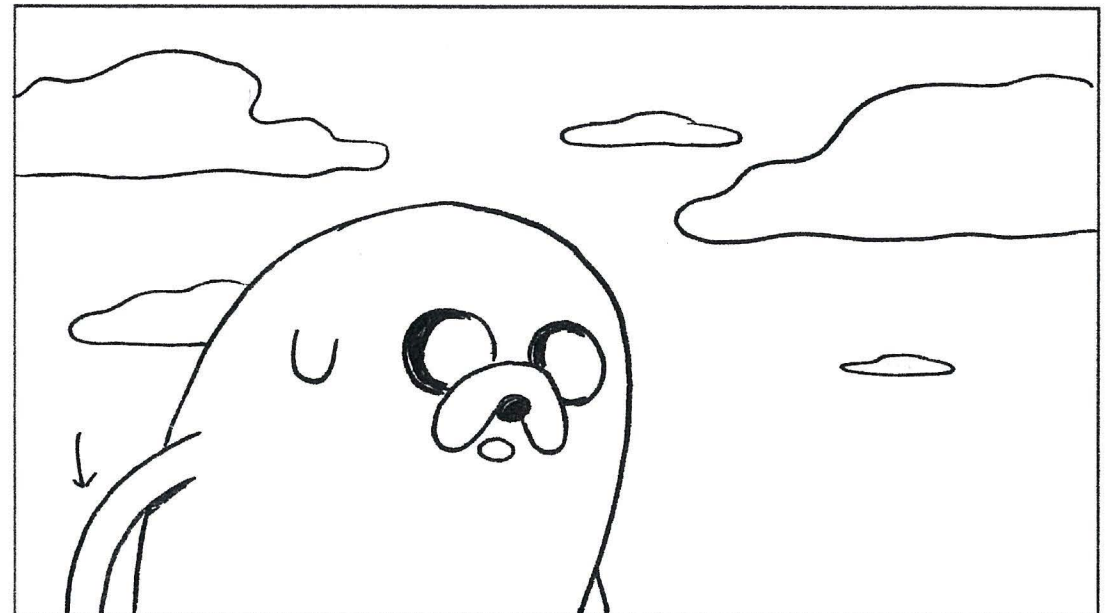


Page 179.

Sc. 158 Pnl. C Bg. day night



Sc. 159 Pnl. A Bg. day night

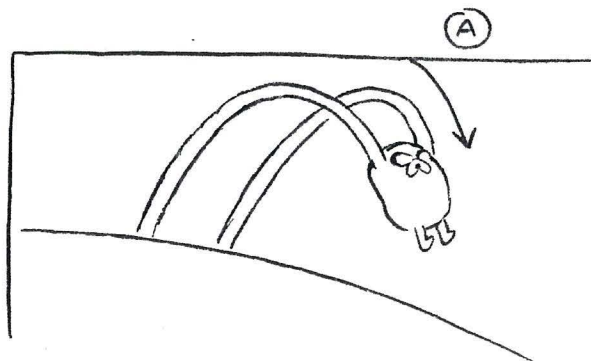


Dialog:

(J) COME ON MAN, WE'RE WORRIED ABOUT YOU

Action:

Timing:



- F. WALKS ON/S.



1034-207

EPISODE #

Production :

ADVENTURE TIME

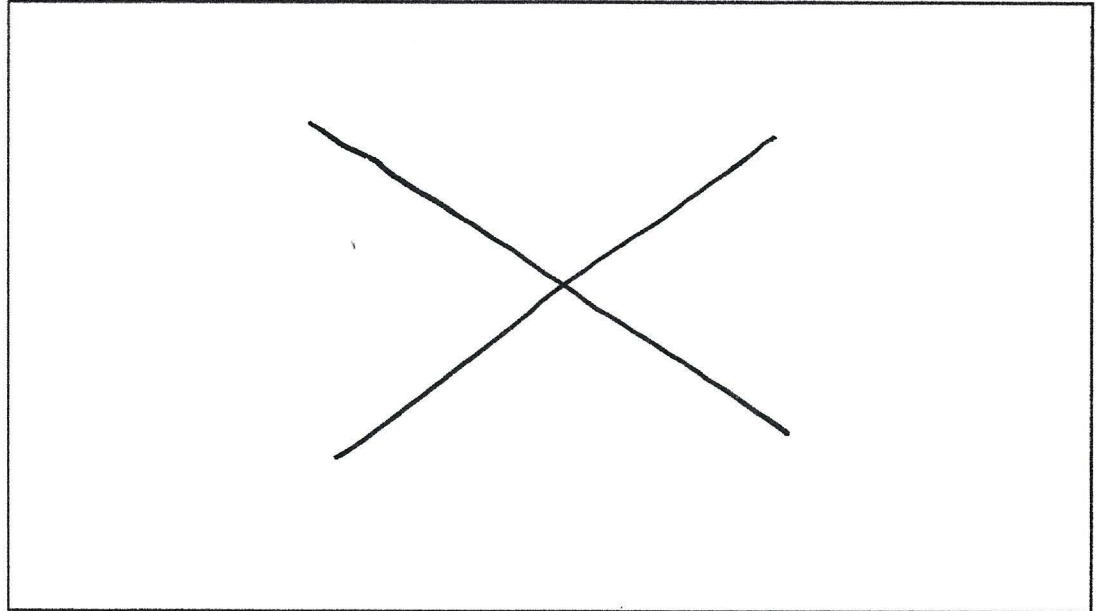


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Sc. 159 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE #

1034-207

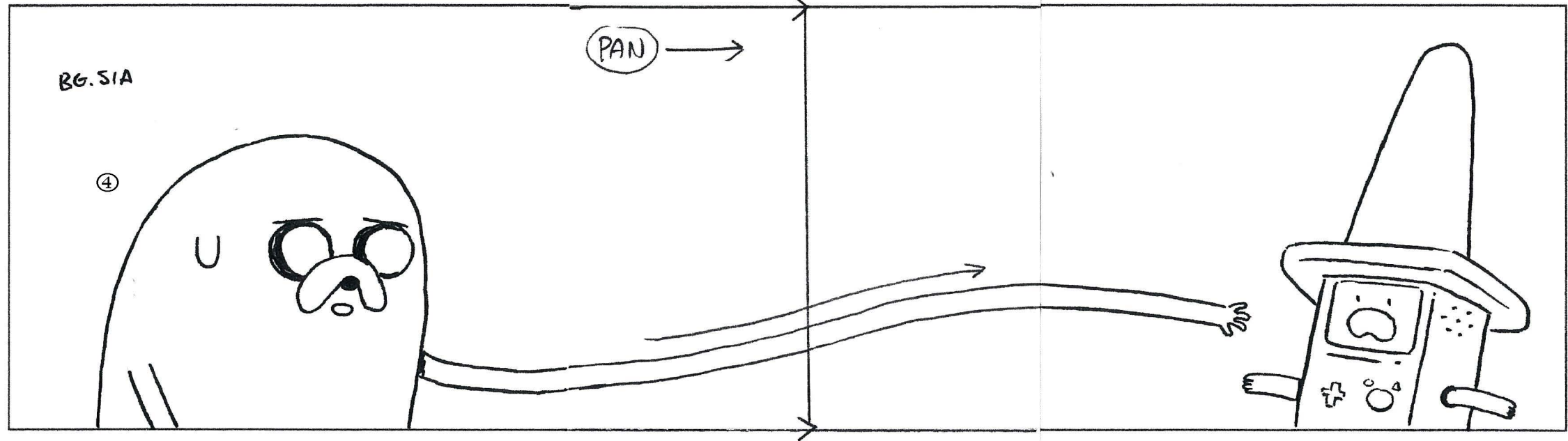
Production :

ADVENTURE TIME



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Sc. 159 Pnl. C Bg. Pnl. Bg. day night

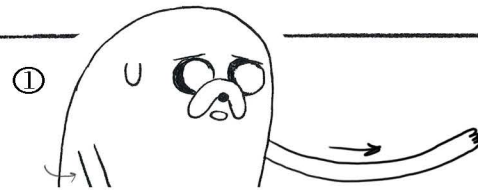


Dialog:

① J Come back inside - [CUT OFF BY FB]

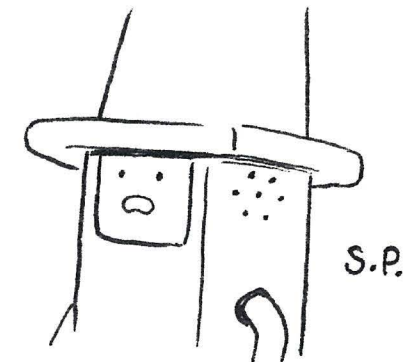
(FB) *SCREAMS* NOOOO!

Action:



- J. REACHES FOR FB.
- PAN, w/ ARM.

Timing:



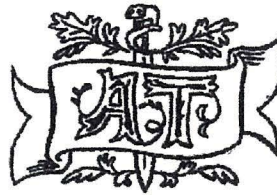
Production :

EPISODE #

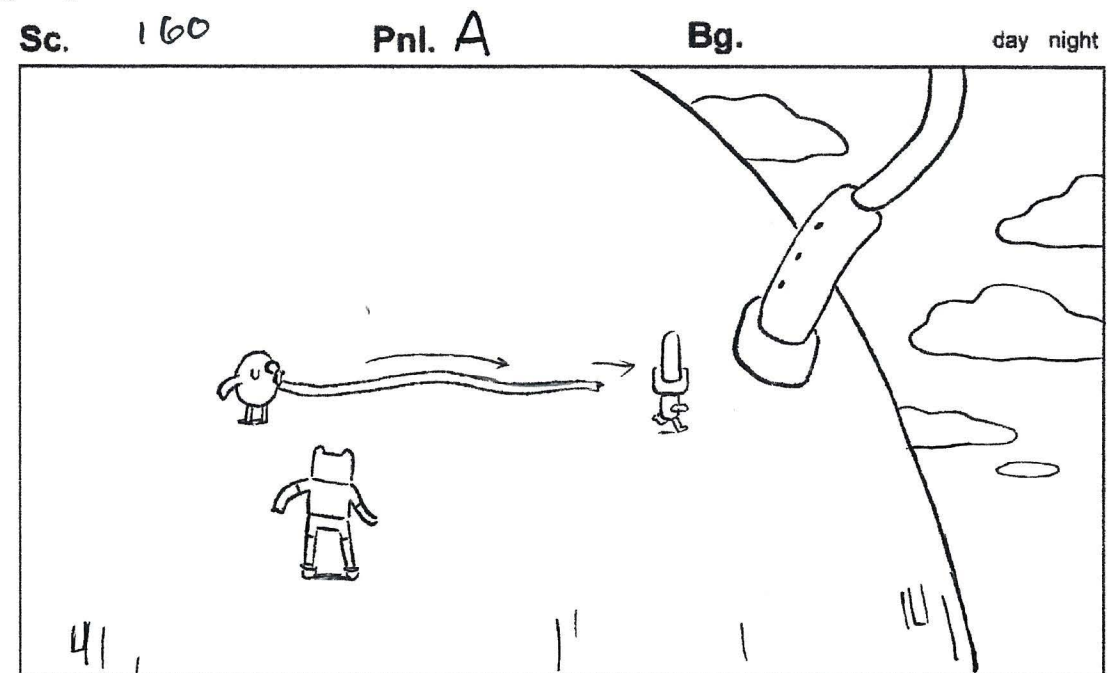
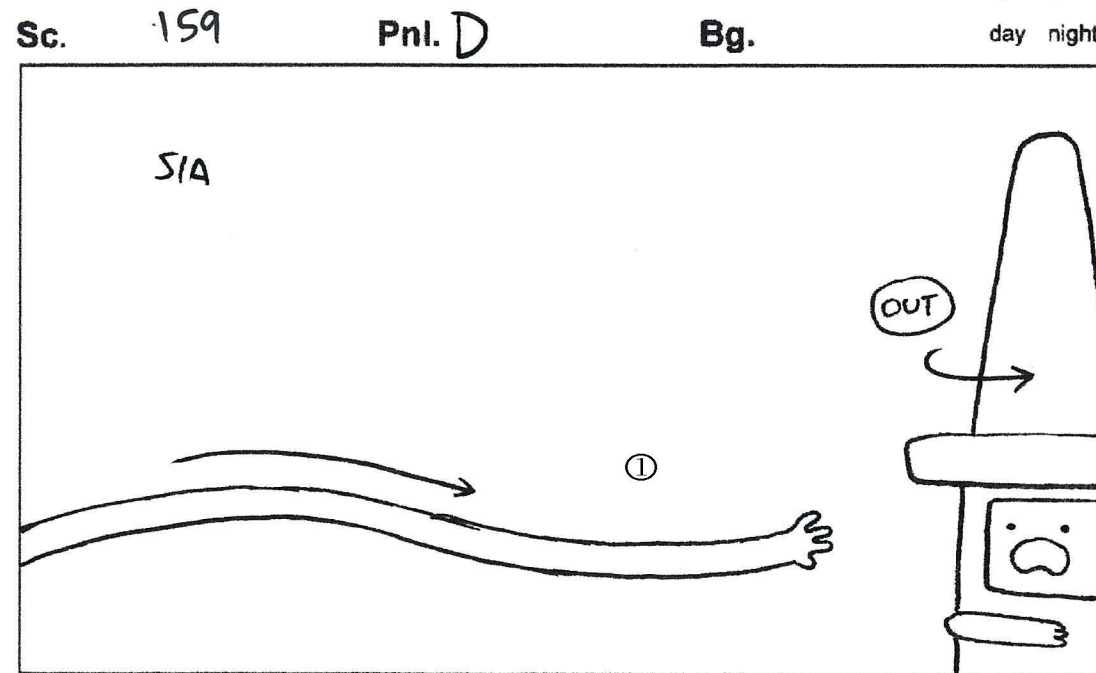
1034-207

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ADVENTURE TIME



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Dialog:

FB: No,no,no no!

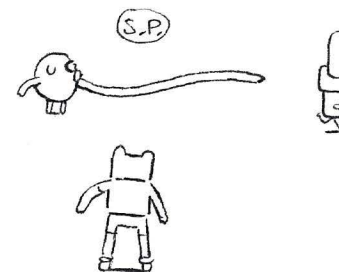
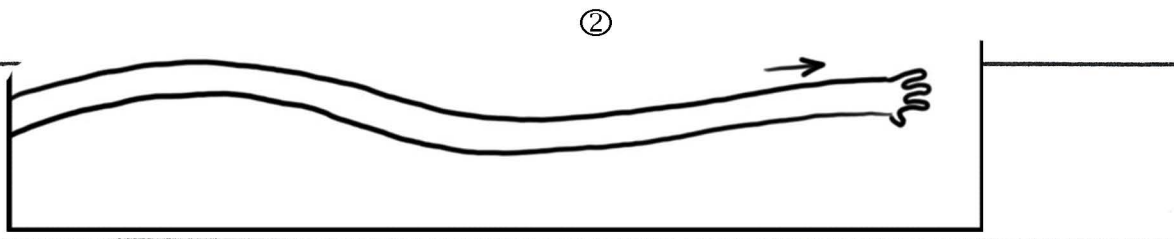
(FB) * SCREAMING IN A WHIMPERY CRYING WAY *

Action:

- FB BARKS OFF

- FB TURNS AND RUNS

Timing:



1034-207

EPISODE #

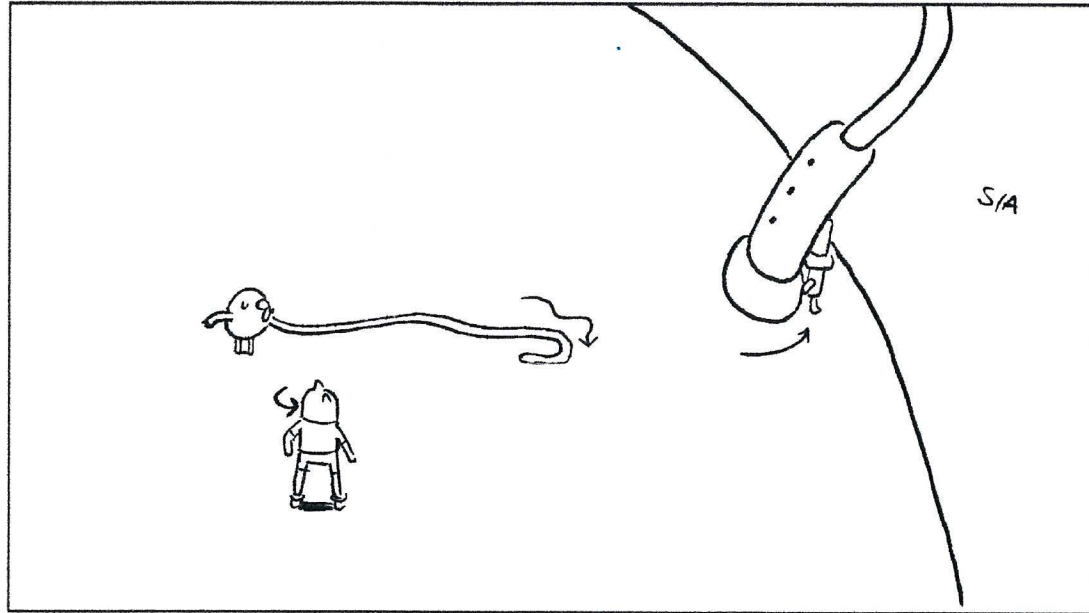
Production :

ADVENTURE TIME



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Sc. 160 Pnl. B Bg. day night

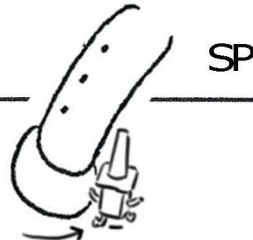


Dialog:

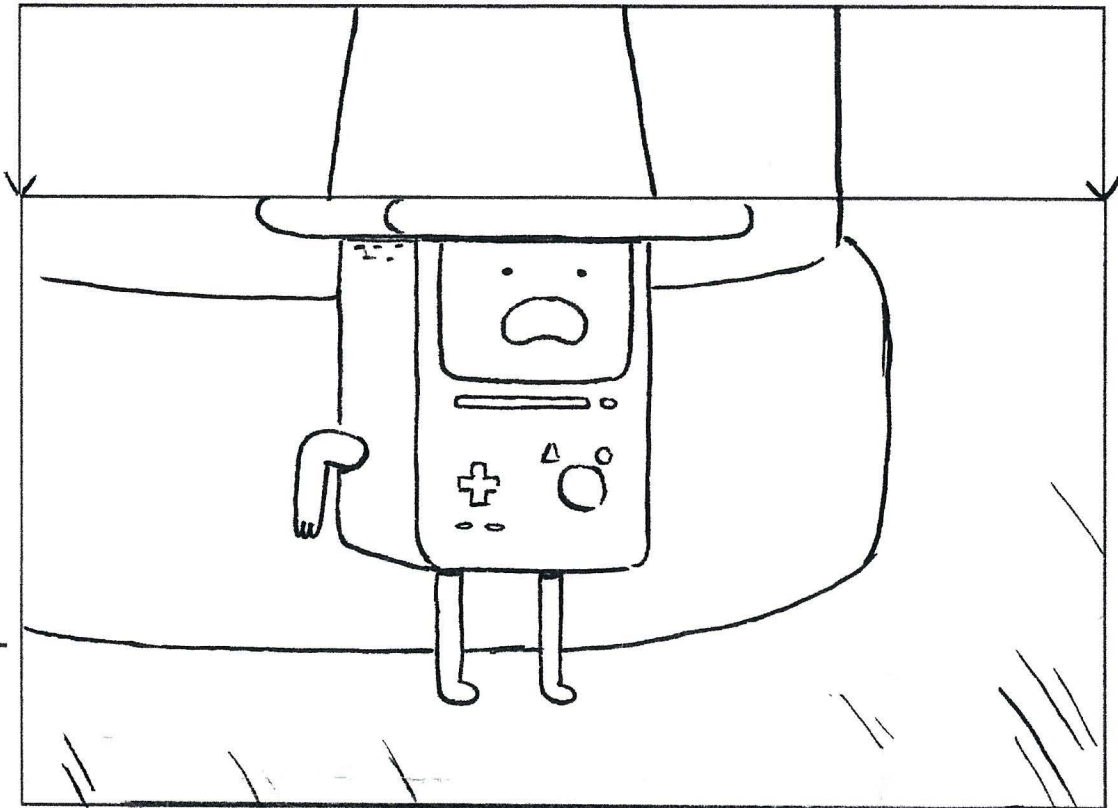
Action:

- FB RUNS BEHIND STOVEPIPE,

Timing:

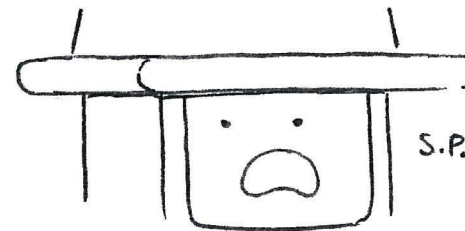


Sc. 161 Pnl. A Bg. day night

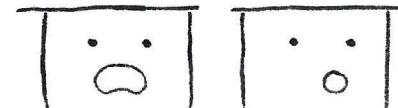


(FB) *DISTRAUGHT PANTING*

- FB LOOKS
BACK AND
FORTH



S.P.



1034-207

EPISODE #

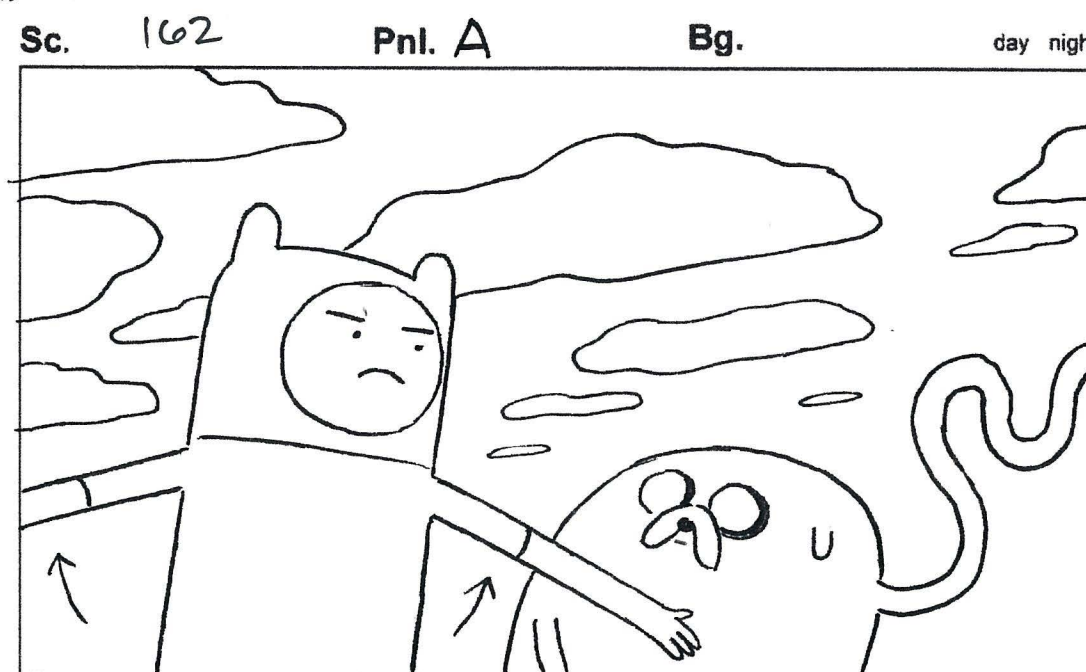
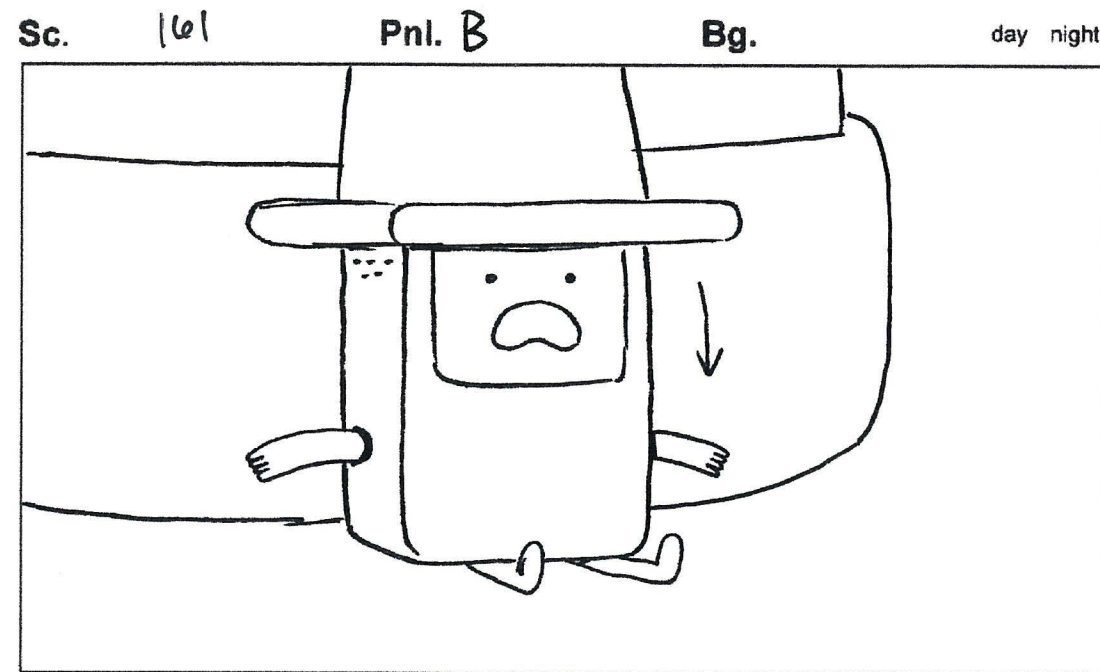
Production :

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ADVENTURE TIME



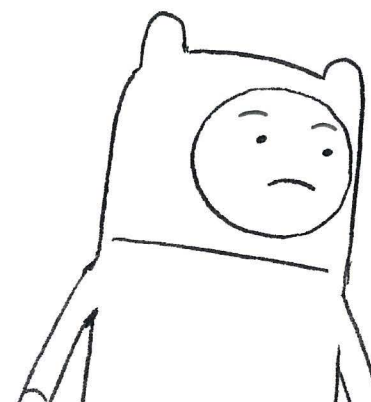
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Dialog:

Action: - FB PLAPS DOWN.

Timing:



FINN RAISES HIS ARMS LIKE
"WHAT WAS THAT?"

S.P.

EPISODE #

Production :

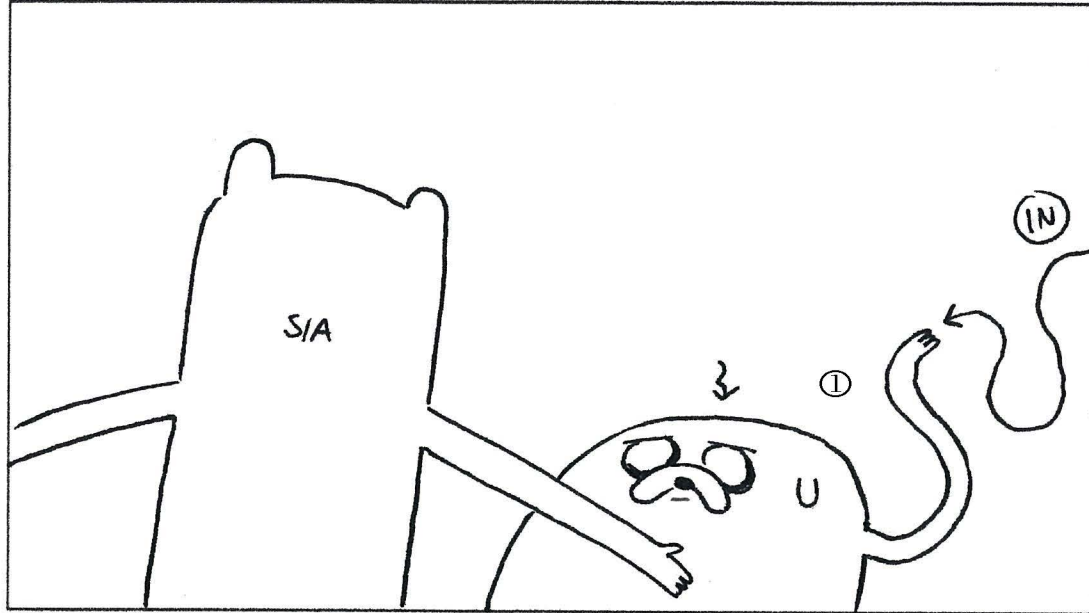
1034-207

ADVENTURE TIME

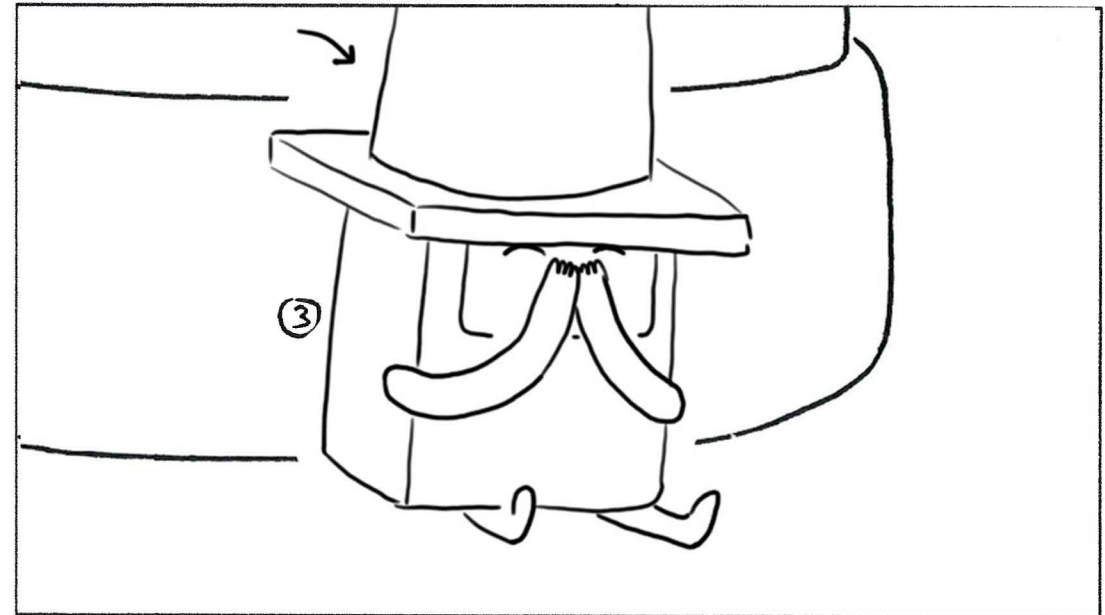


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Sc. 162 Pnl. B Bg. day night



Sc. 163 Pnl. A Bg. day night

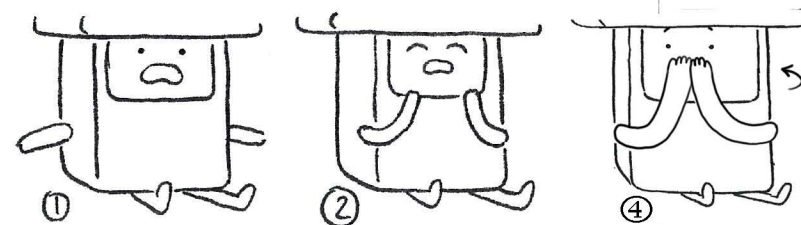


Dialog:

(FB) ① I'M SAFE UP HERE.. NO REFLECTIONS... SAFE...
(BMO) [O/S] FOOTBALL...

Action:

Timing:



1034-207

EPISODE #

Production :

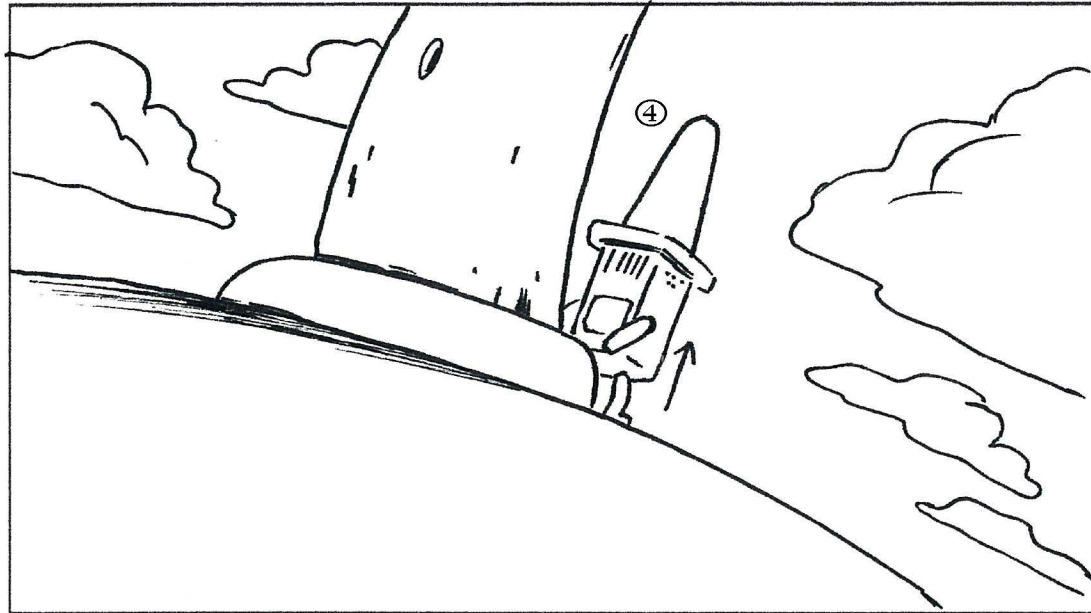
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ADVENTURE TIME

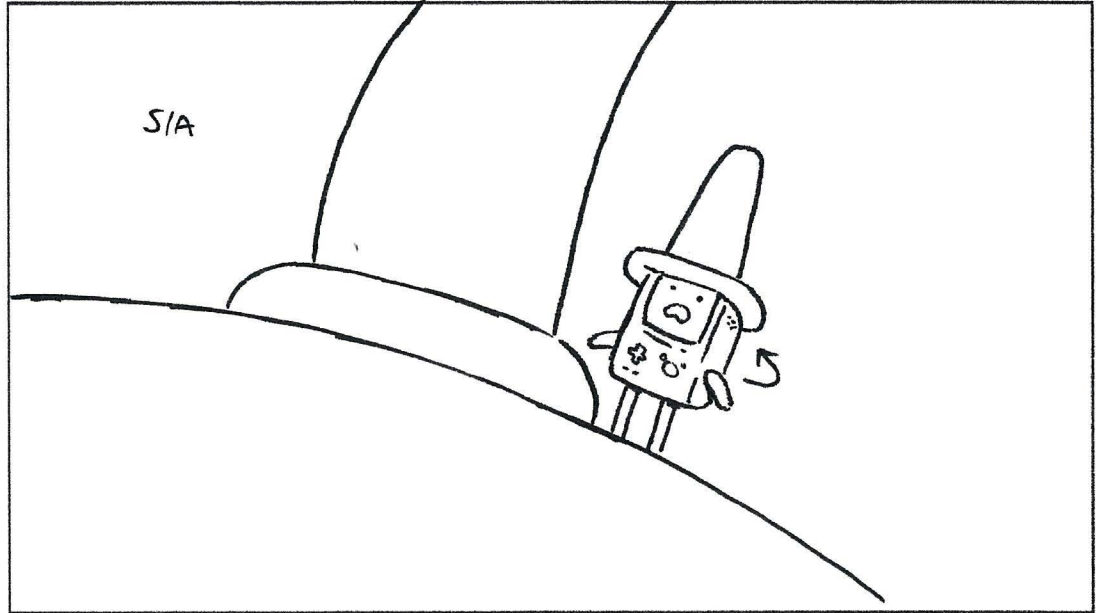


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Sc. 164 Pnl. A Bg. day night



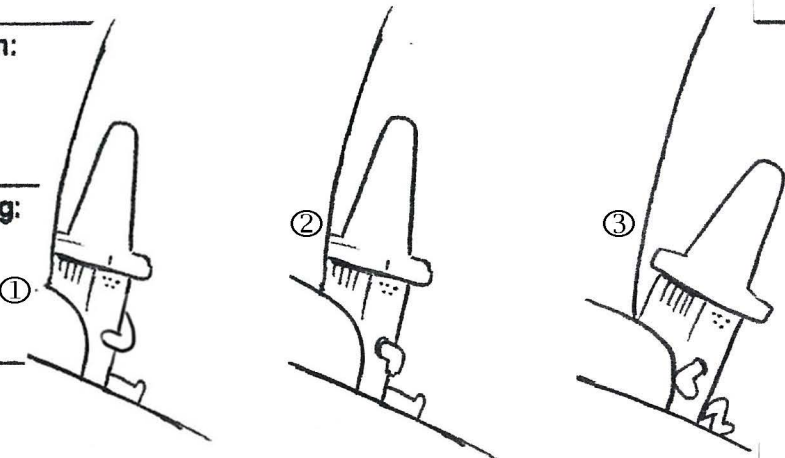
Sc. 164 Pnl. B Bg. day night



Dialog:

Action:

Timing:



- FB STANDS UP.

FB: [GASP]

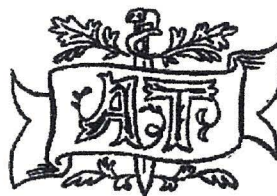
- FB TURNS SLOWLY.

Production :

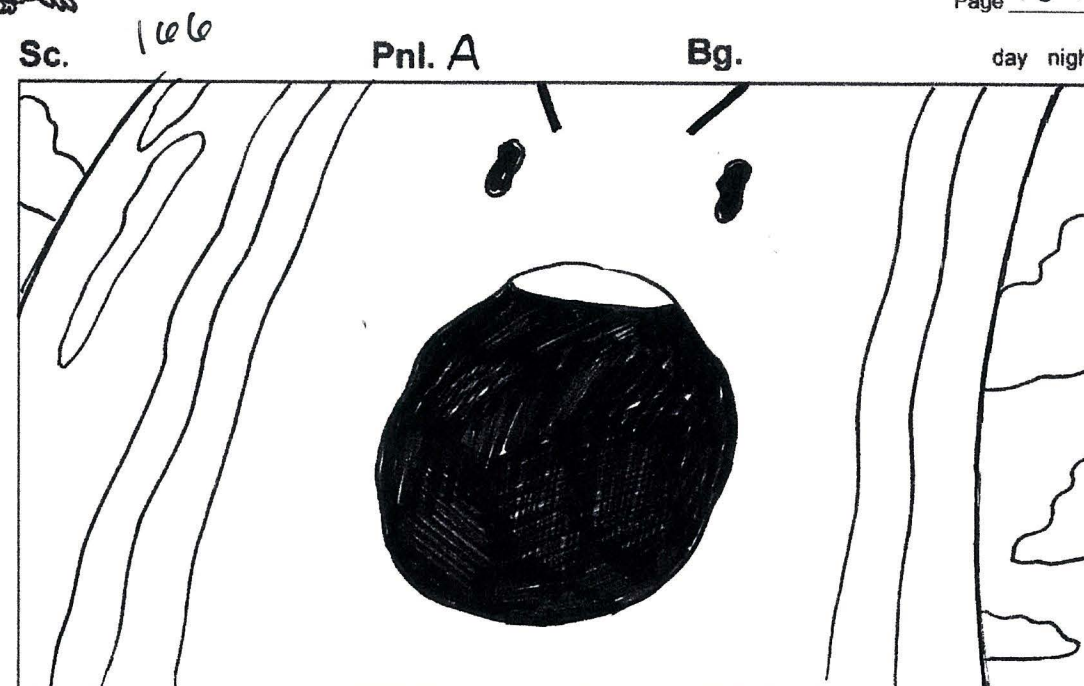
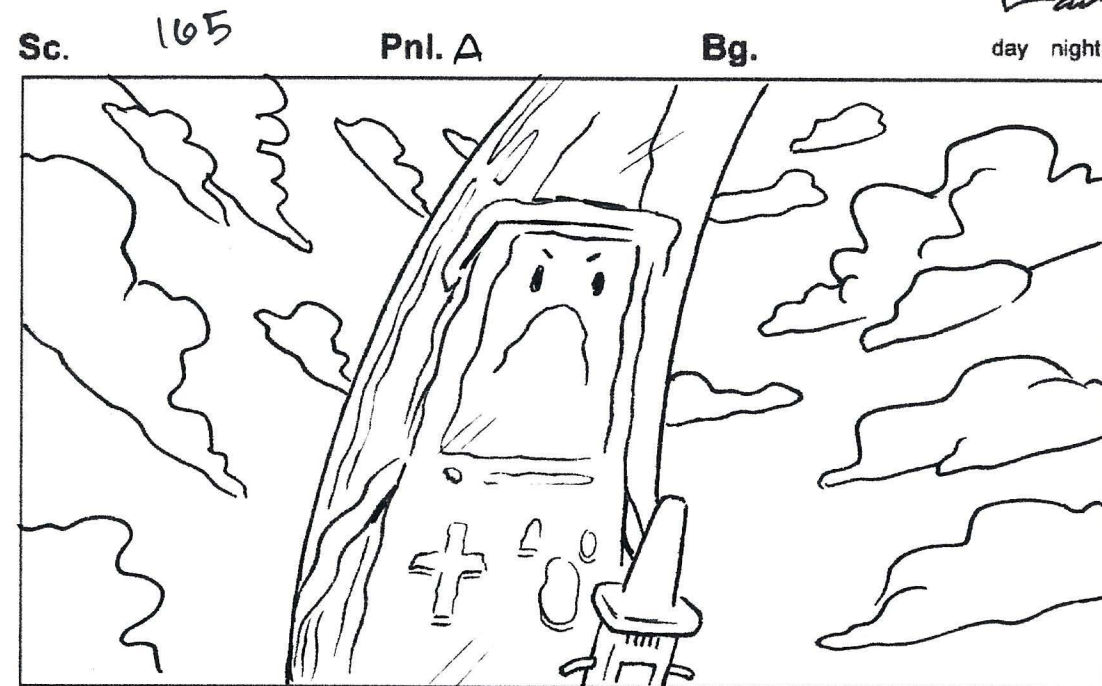
EPISODE #

1034-207

ADVENTURE TIME



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Dialog:

(BMO) DIRT! HOLE!

Action:

-DISTORTED FOOTBALL REFLECTION
IN STOVE PIPE.

Timing:



(S.P)

Production :

EPISODE #

1034-207

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ADVENTURE TIME



Sc. 167 Pnl. A Bg. day night

B.G. S/A

Sc. 167 Pnl. B Bg. day night

B.G. S/A

Dialog:

(FB) AH.. (FB) AH HH

Action:

- FB IS STARTLED. - WAVING ARMS FOR A SECOND, THEN FALLS

Timing:

1034-207

EPISODE #

Production :

ADVENTURE TIME



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Sc.	168	Pnl. A	Bg.	day night	Sc.	Pnl.	Bg.	day night
<p>TRACK FOOTBALL AS HE FALLS DOWN SIDE OF FORT</p>								

1034-207

EPISODE #

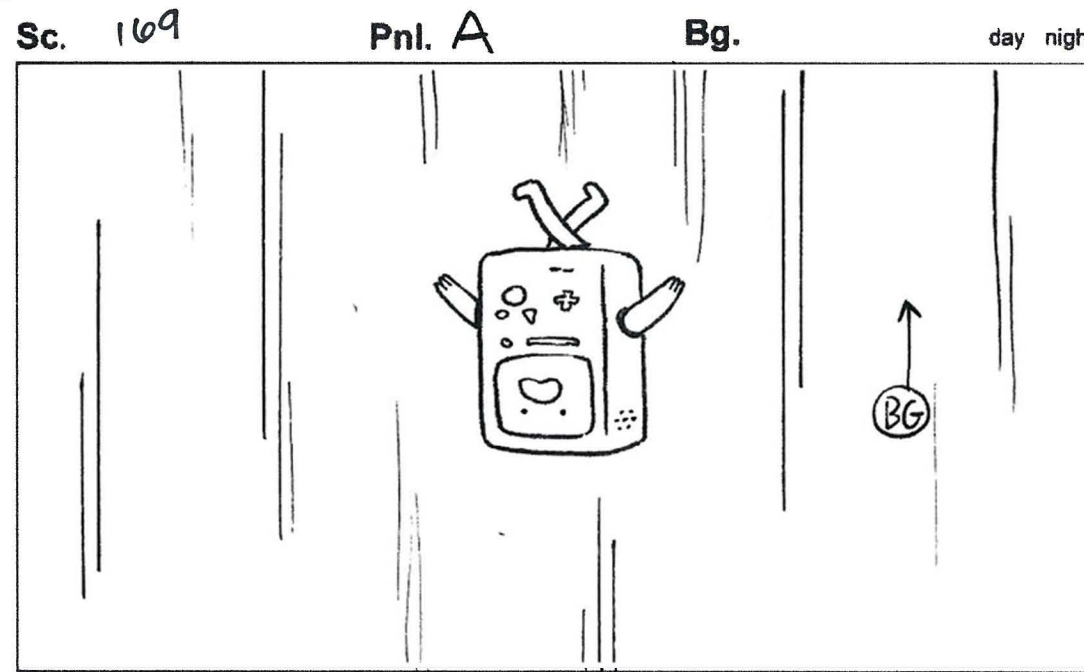
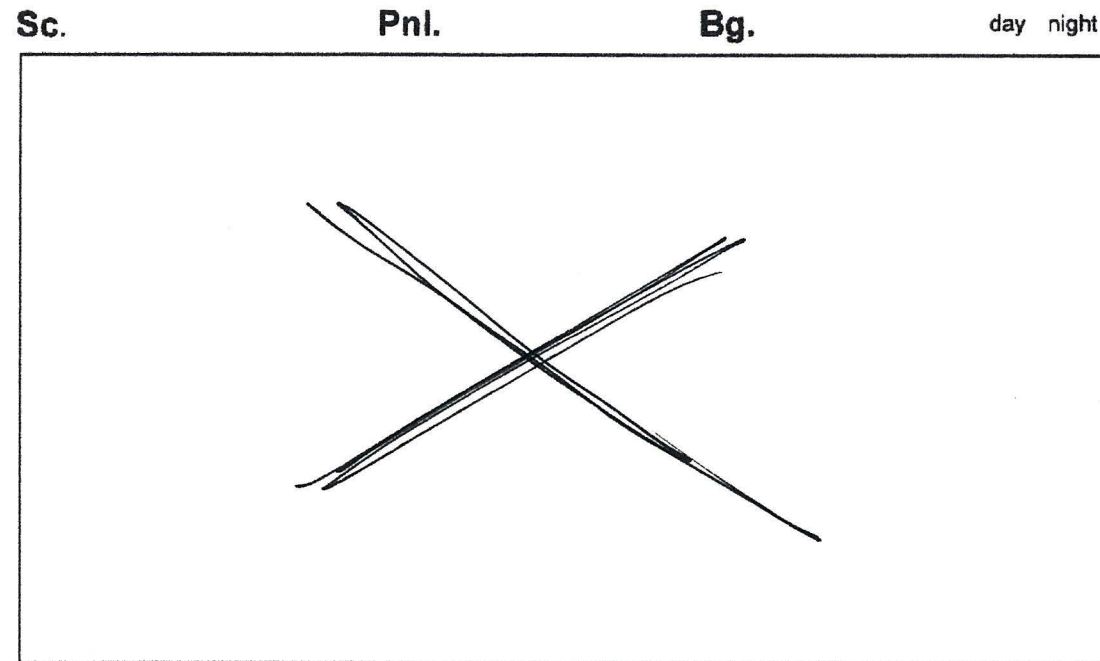
Production :

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ADVENTURE TIME



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Dialog:

(FB) WEHH

Action:

Timing:



• WAVES ARMS
• SKY RUSHES PAST

Production :

EPISODE #

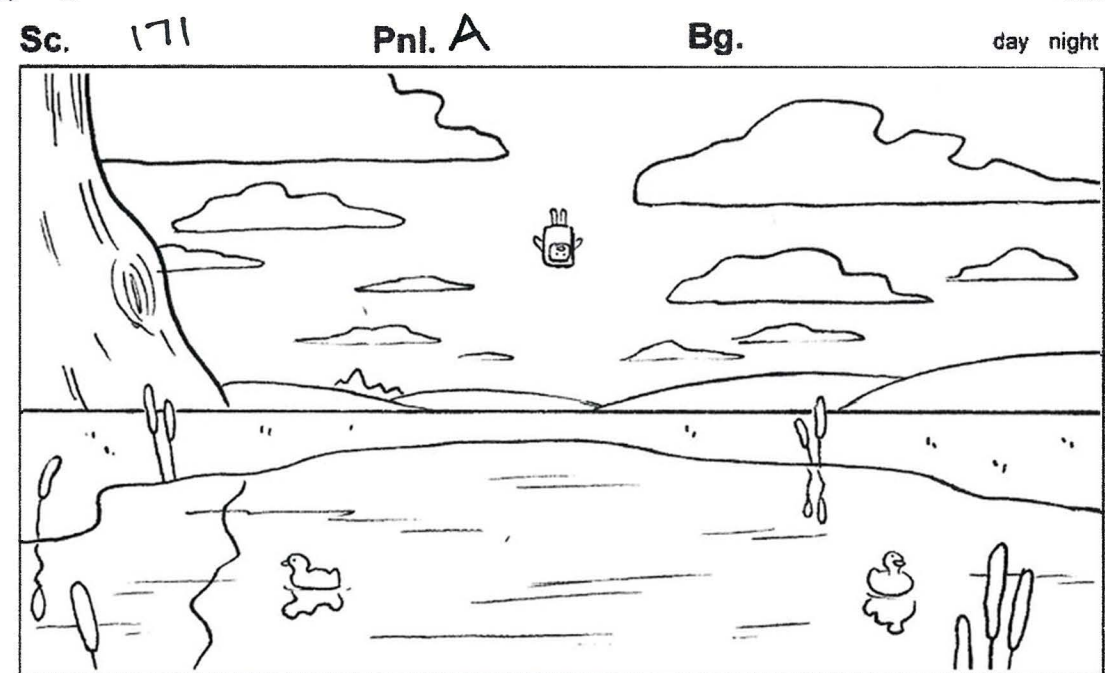
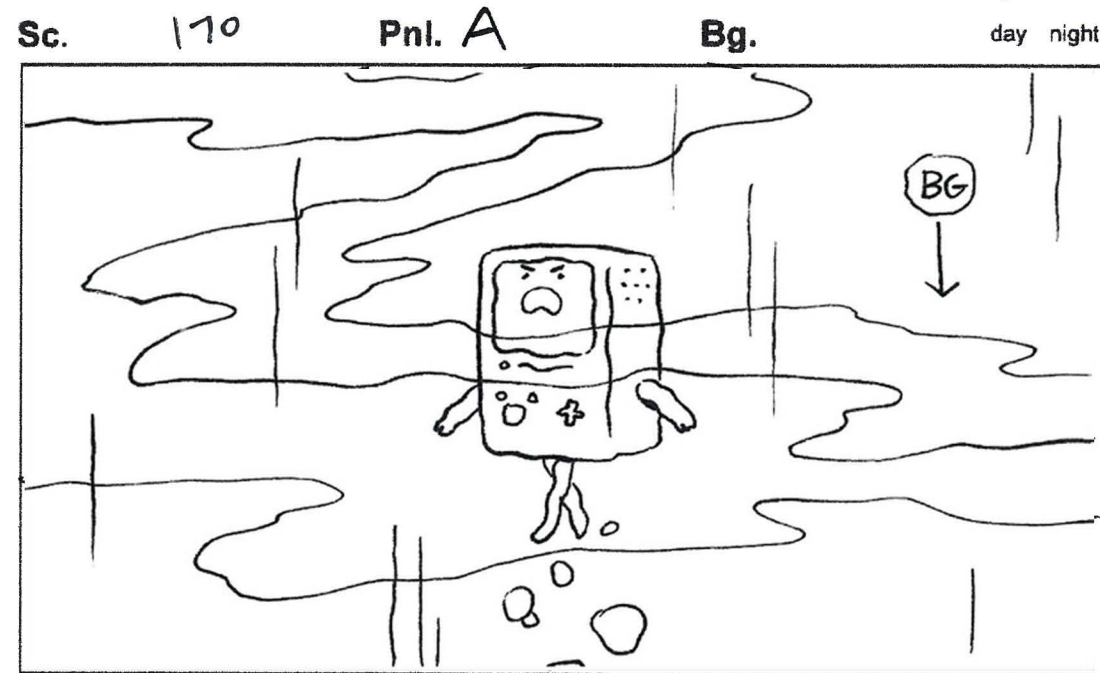
1034-207

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ADVENTURE TIME



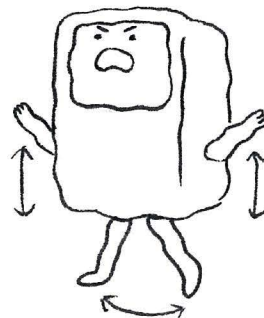
Page 191



Dialog: (SFX) * UNDERWATER TYPE SOUND *

Action:

Timing:



BMO'S WATERY
REFLECTION RACES
UPWARDS (SAME MOTION).

1034-207

EPISODE #

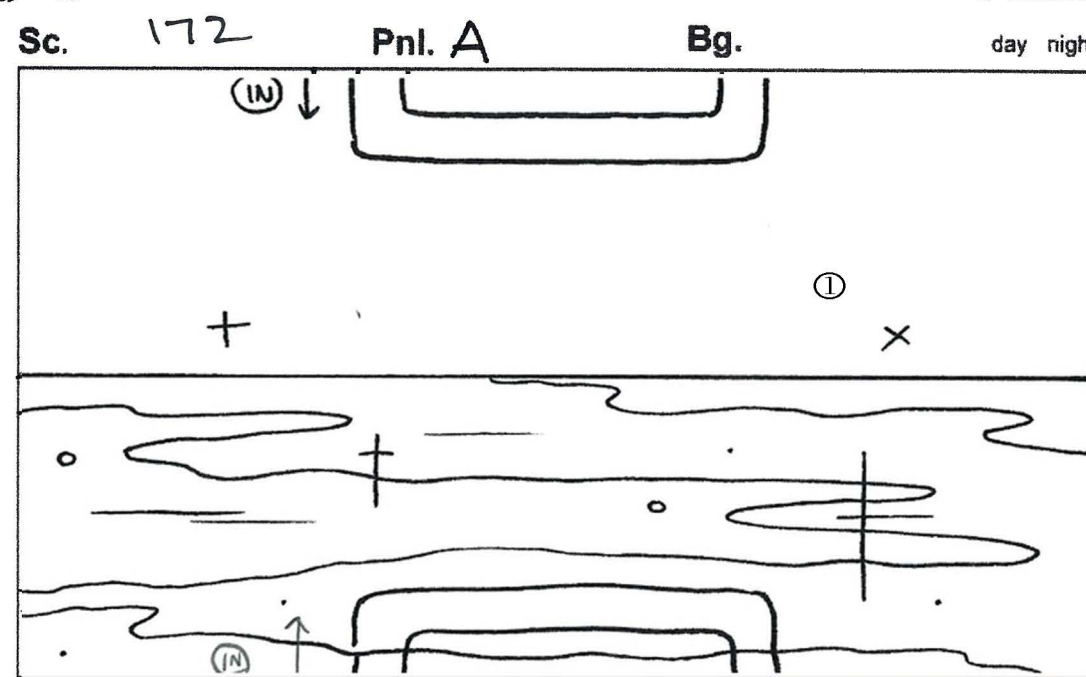
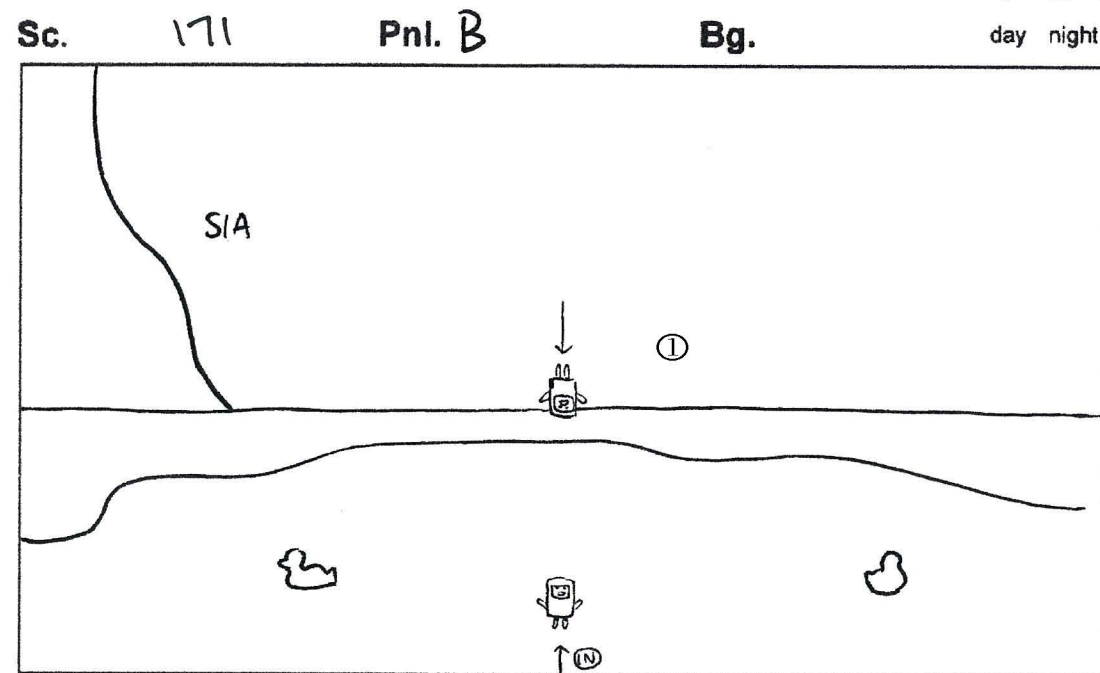
Production :

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ADVENTURE TIME



Page 192



Dialog:

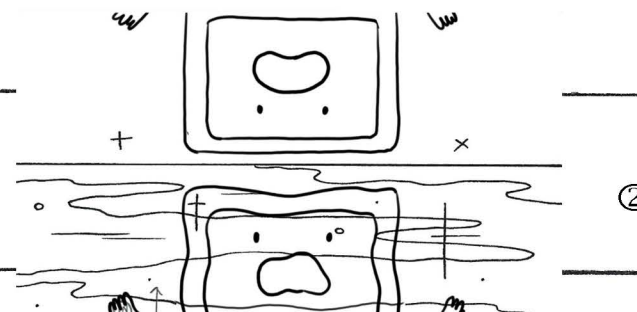
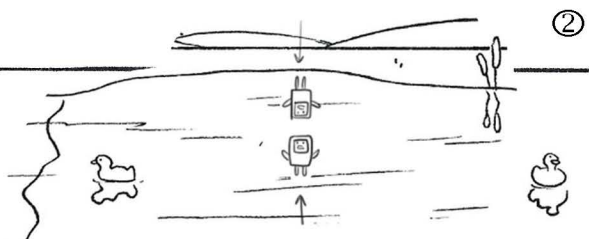
FB: AAAaaahhh

Action:

MOVING TOWARDS EACH OTHER IN SLOW MO

FB+BMO MOVE TOWARDS EACH OTHER IN SLOW MO

Timing:



Production :

EPISODE #

1034-207

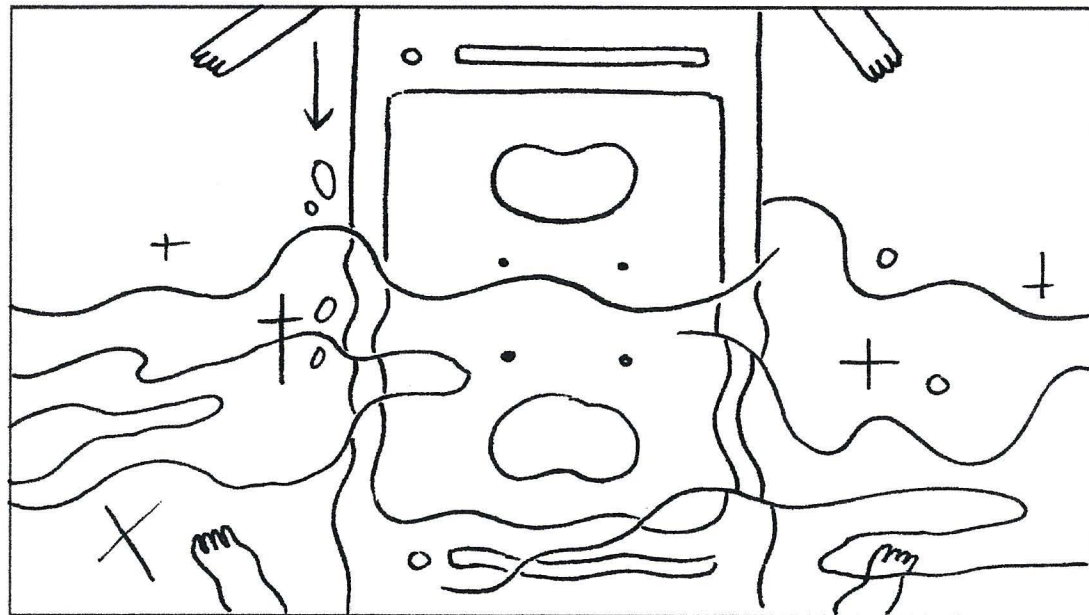
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ADVENTURE TIME

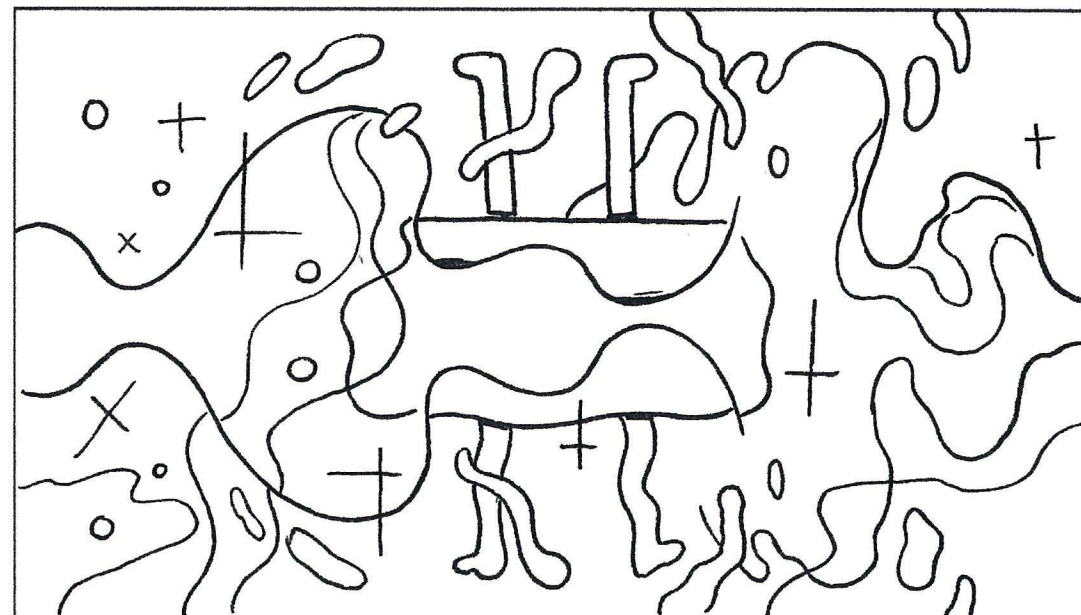


Page 193

Sc. 172 Pnl. B Bg. day night



Sc. 172 Pnl. C Bg. day night



Dialog:

Action:

-FB + BMO PASS THROUGH EACH OTHER.

Timing:

EPISODE #

Production :

1034-601

ADVENTURE TIME




Sc. 173 Pnl. A Bg. day night


Sc. 173 Pnl. B Bg. day night

Dialog:

(SFX) *PLOP*

Action:

 NOT SLOW-MO ANY MORE

 - RIPPLES FAN OUT
- DUCKS ROCK ON THE RIPPLES

Timing:

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1034-207

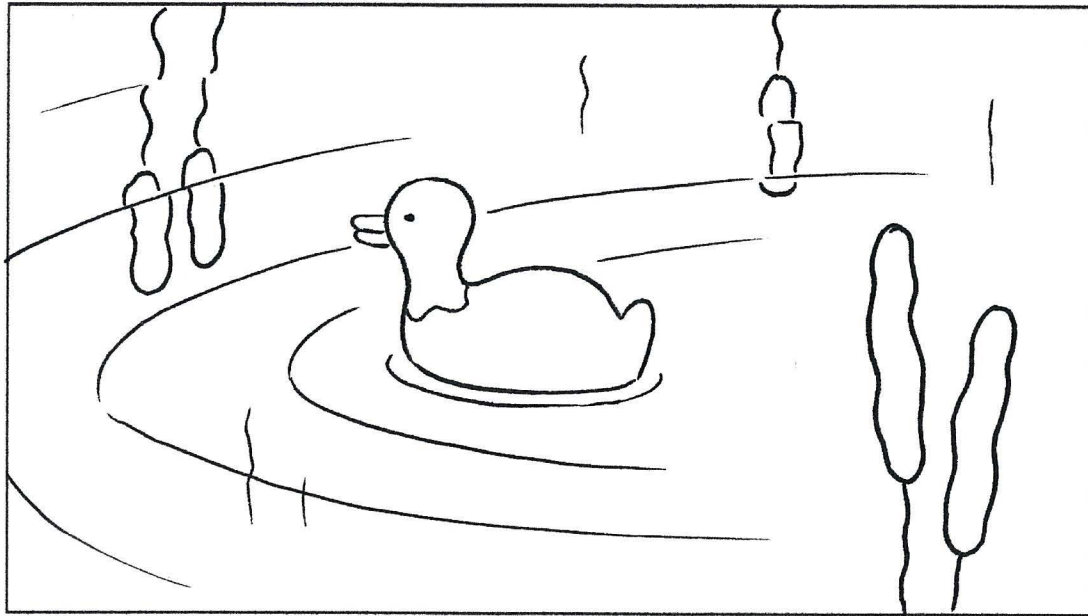
EPISODE #

Production :

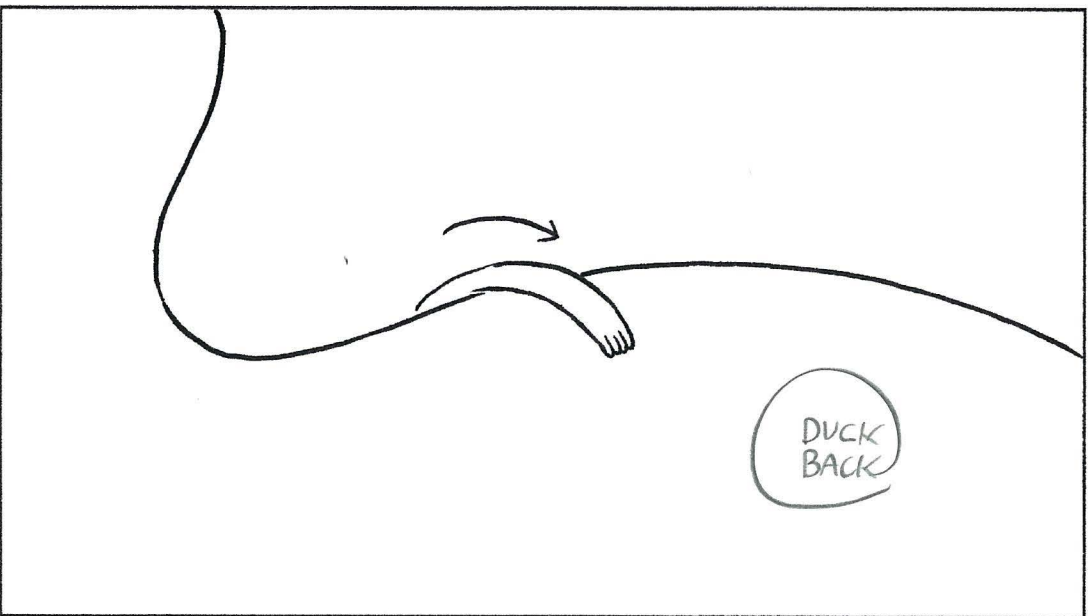
ADVENTURE TIME



Sc. 174 Pnl. A Bg. day night



Sc. 175 Pnl. A Bg. day night



Dialog:				
Action:		GENTLY ROCKS IN THE RIPPLES		- BMA REACHES UP ONTO CARLOS'S BACK.
Timing:				

EPISODE # 1034-207
Production :

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ADVENTURE TIME



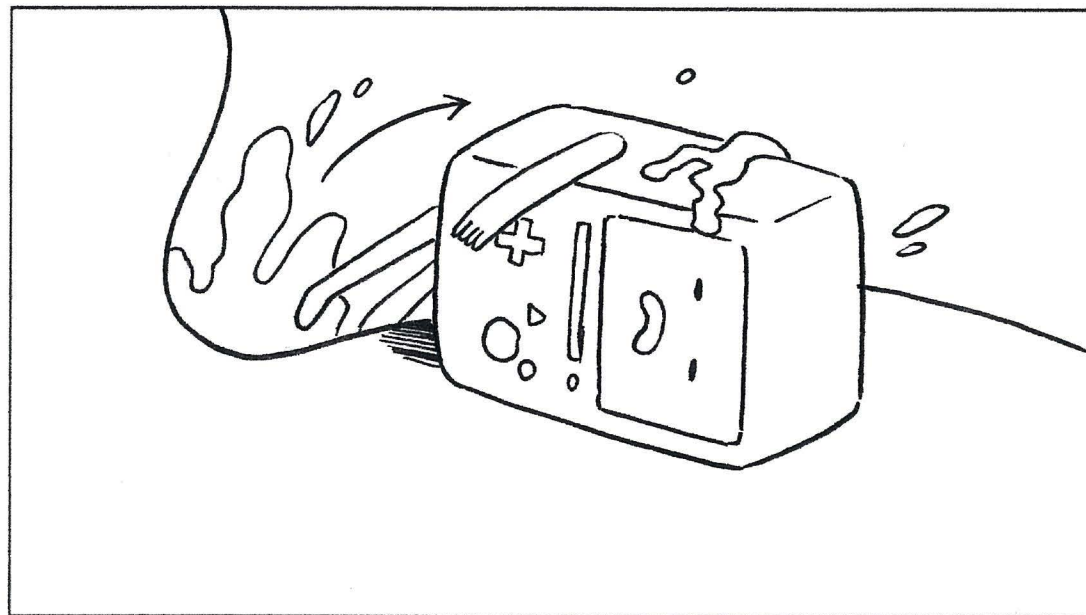
Page 197

Sc. 175

Pnl. B

Bg.

day night

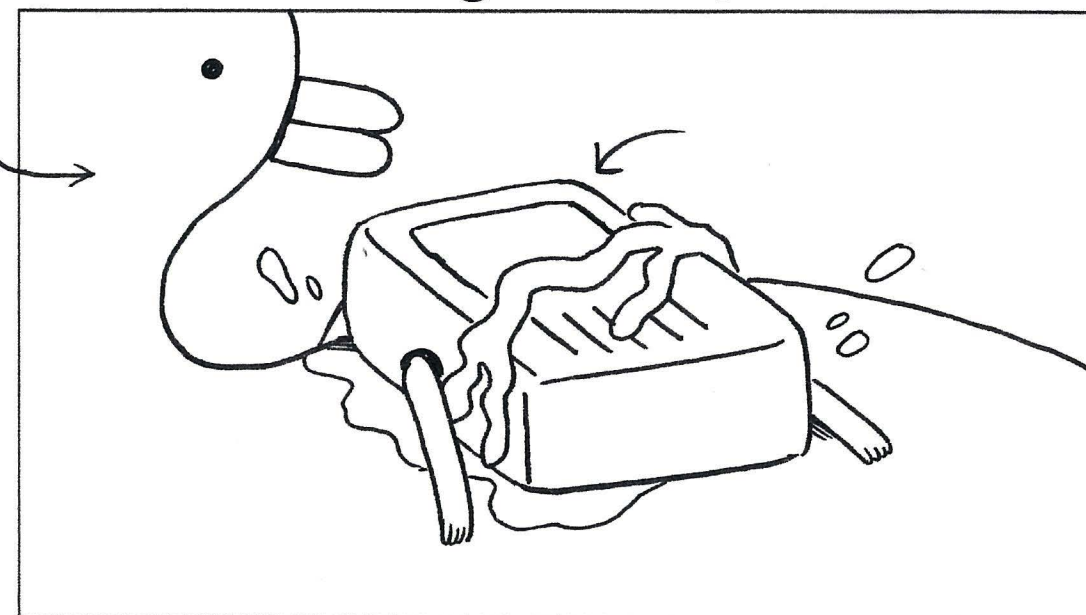


Sc. 175

Pnl. C

Bg.

day night



Dialog:

BMO * GASPING *

Action:

-BMO DRAGS HIMSELF OUT OF THE WATER

-BMO FLOPS ONTO FACE.

-CARLOS TURNS TO LOOK AT BMO

Timing:



SP

Production :

EPISODE #

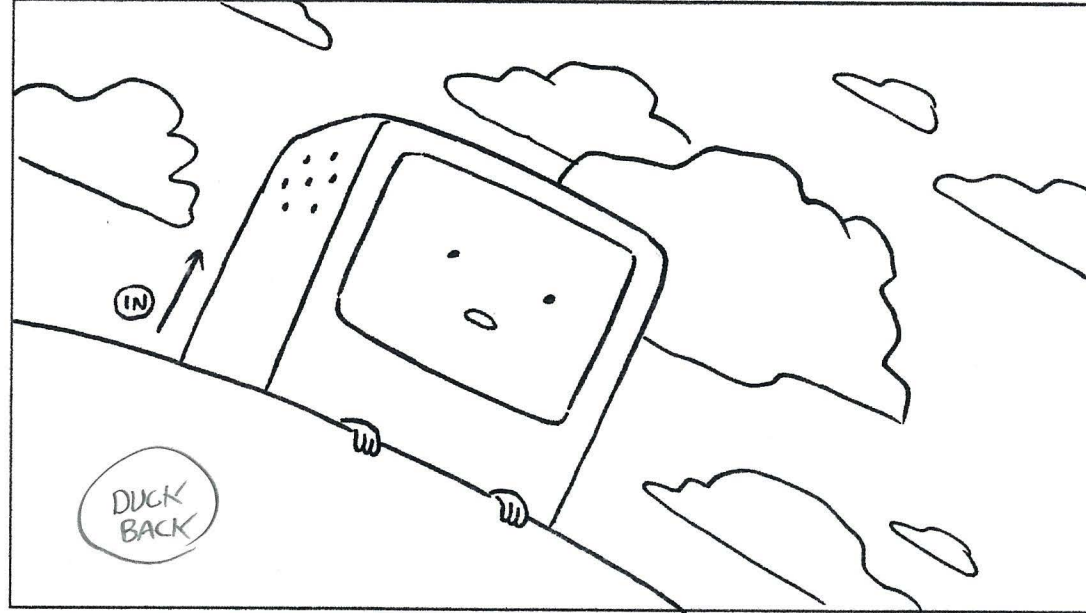
1034-207

ADVENTURE TIME

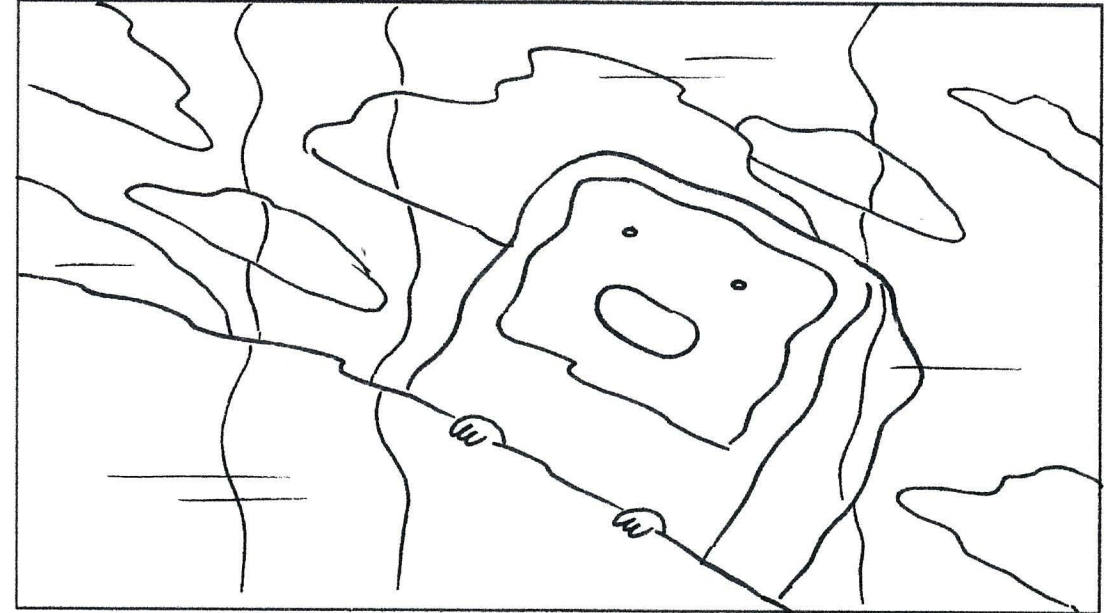


Page 190

Sc. 176 Pnl. A Bg. day night



Sc. 177 Pnl. A Bg. day night



Dialog:

(BMO) FOOTBALL...?

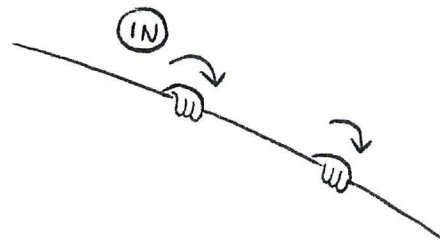
(FB) OH BMO, THIS PLACE!

Action:

- BMO PULLS HIMSELF FORWARD.

REFLECTION WOBBLING IN THE WATER

Timing:



Production :

EPISODE #

1034-207

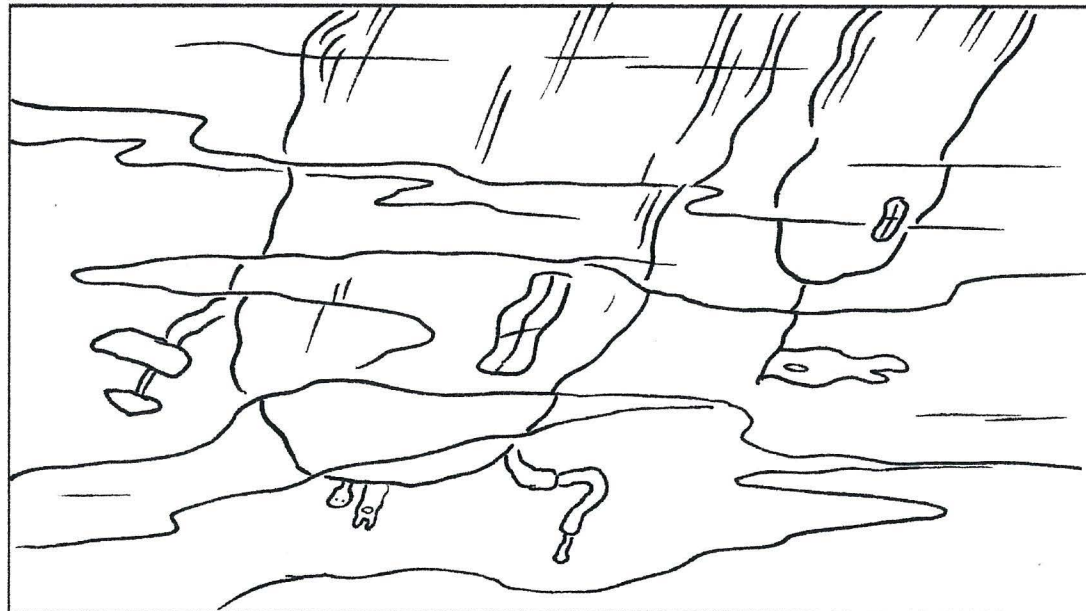
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ADVENTURE TIME

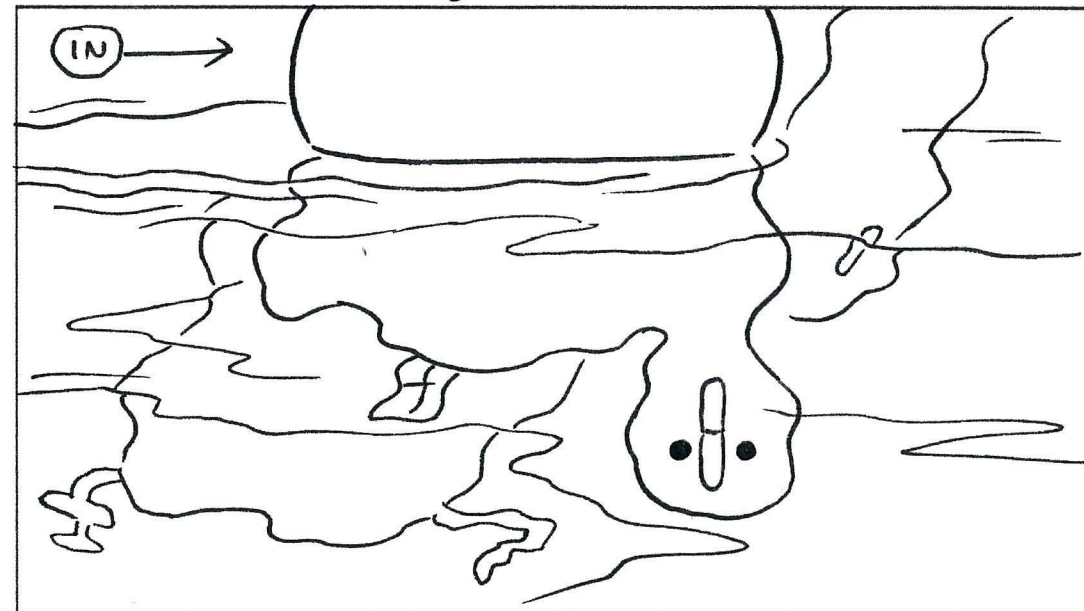


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Sc. 178 Pnl. A Bg. day night



Sc. 178 Pnl. B Bg. day night



Dialog:

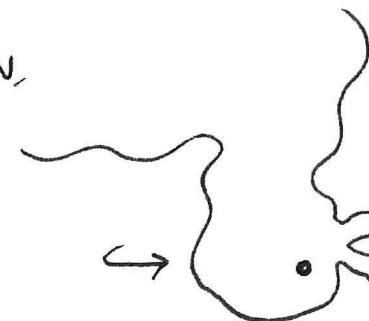
(FB) IT'S BEAUTIFUL HERE ...

(FB) ALL MY FRIENDS ARE HERE

Action:

DUCK DRIFTS
OVER REFLECTION,
MUGS CAMERA

Timing:

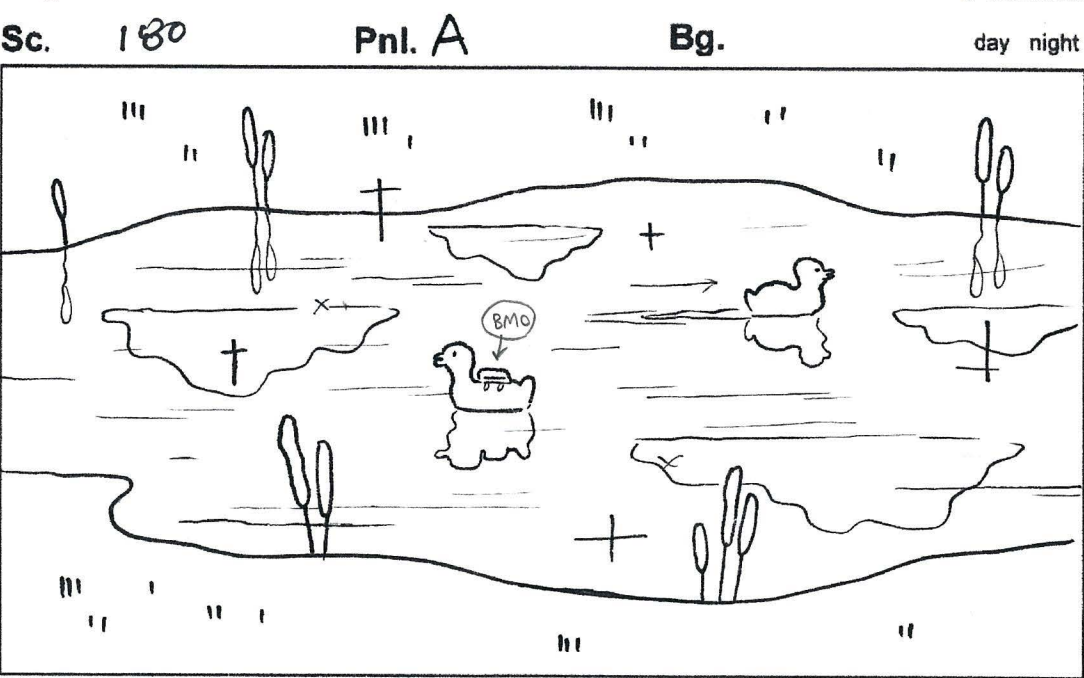
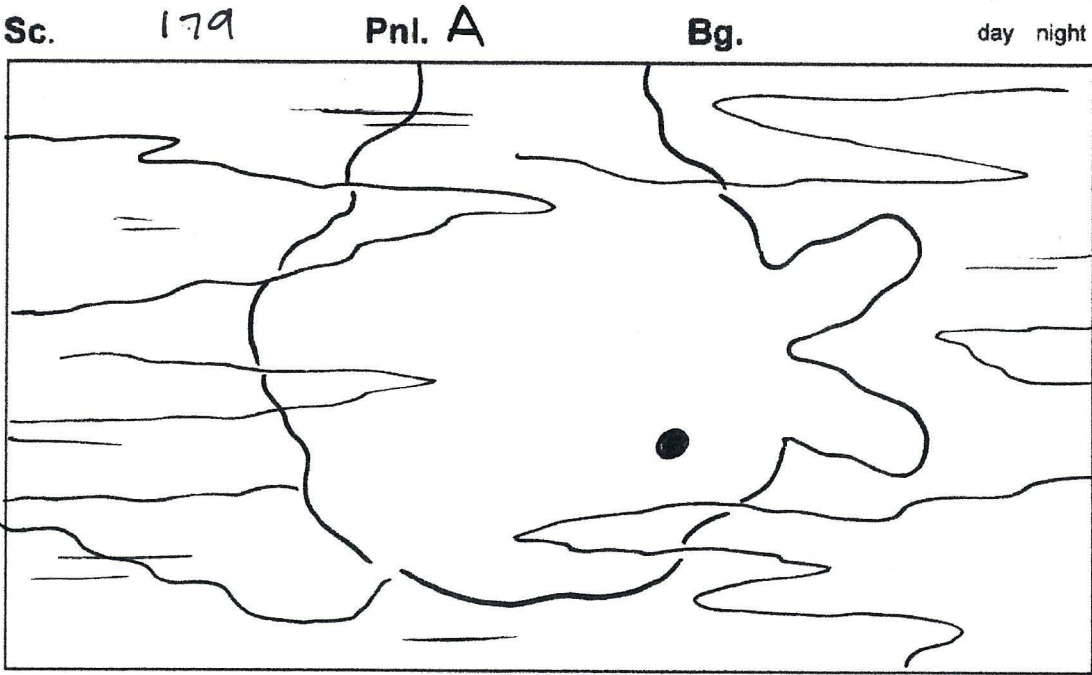


Production :

EPISODE #

1034-207

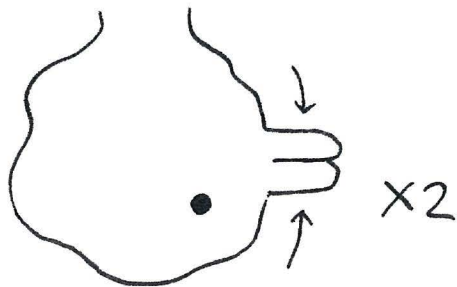
ADVENTURE TIME



Dialog: (FB) CARLOS IS HERE
(SFX) *CLAK CLAK*

Action:

Timing:



(FB) IT'S ALL I EVER WANTED

Production :

EPISODE #

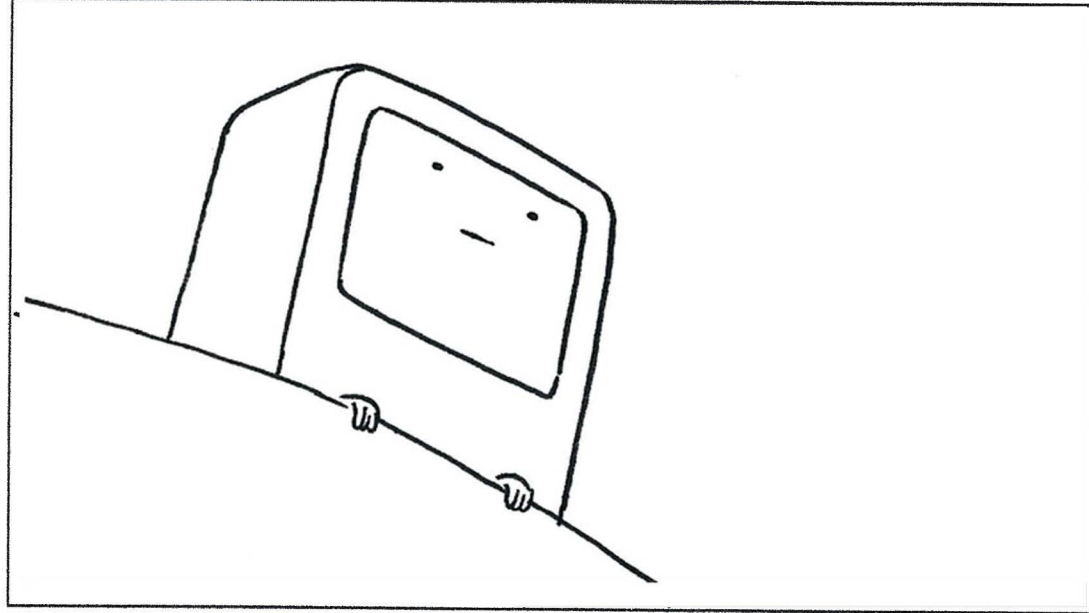
1034-207

ADVENTURE TIME

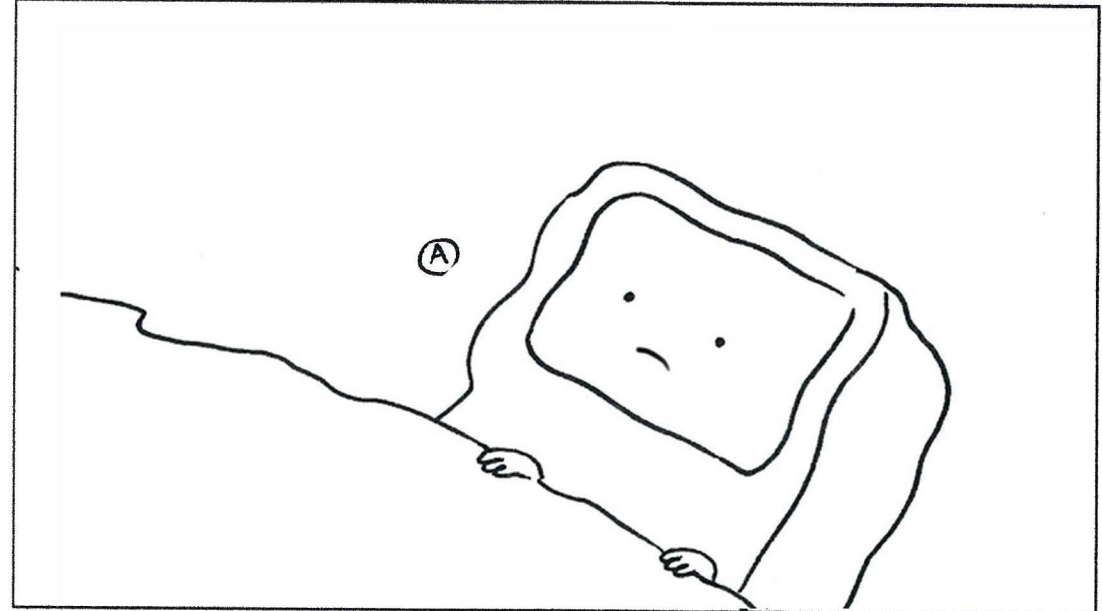


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Sc. 181 Pnl. A Bg. day night



Sc. 182 Pnl. A Bg. day night



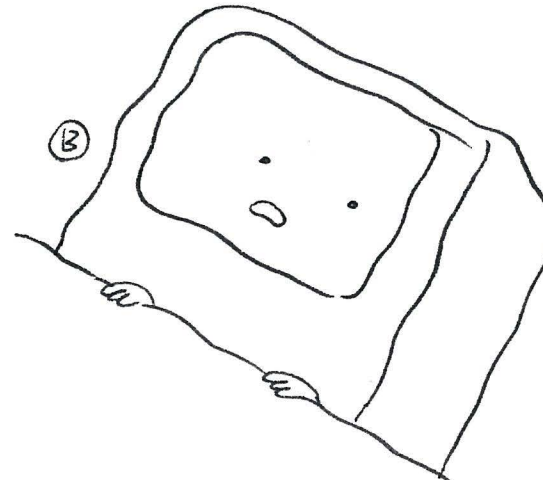
Dialog:

(BMO) *SATISFIED 'HMMN' SOUND *

Action:

Timing:

(FB) *PAUSE* ... ABOUT WHAT I DID...



EYES SHIPTING
ABOUT GUILTILY

EPISODE #

Production :

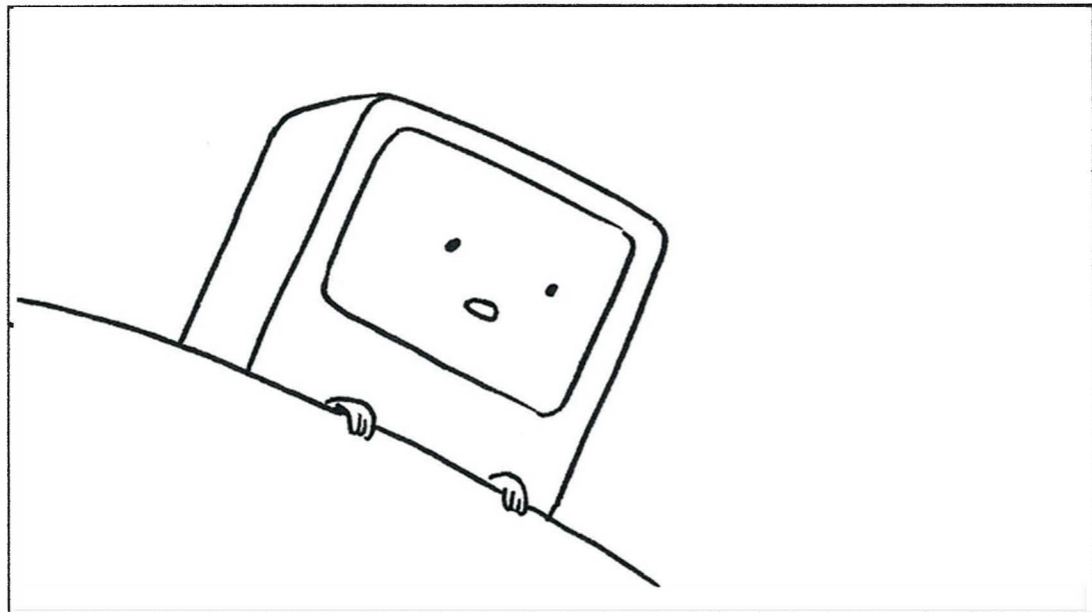
1034-207

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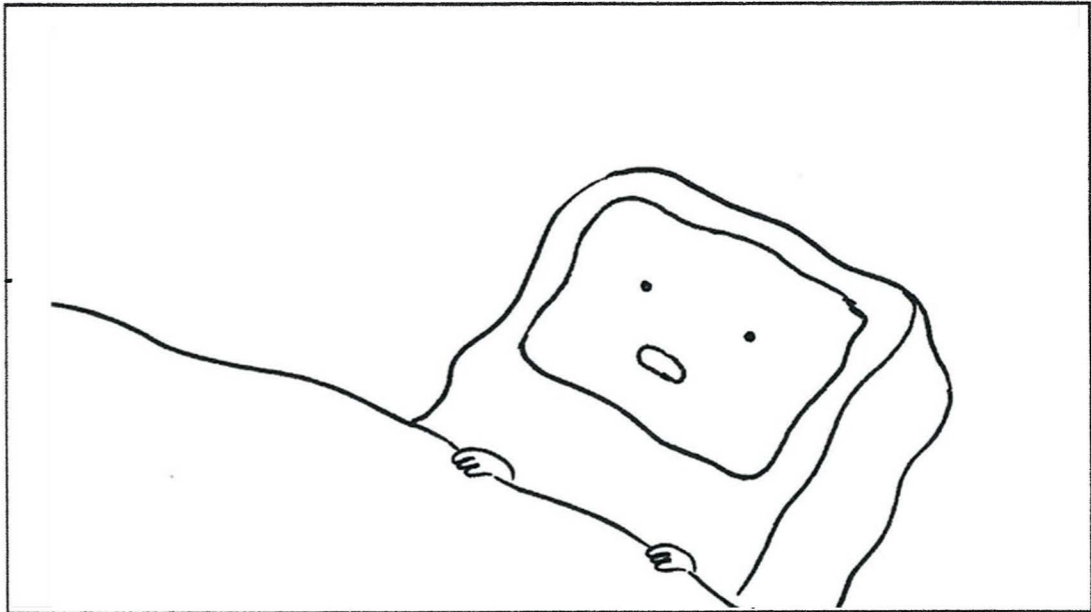
ADVENTURE TIME



Sc. 183 Pnl. A Bg. day night



Sc. 184 Pnl. A Bg. day night



Dialog:	
(BMO) IT'S OK. I KNOW WHY YOU DID IT. I DIDN'T LIKE YOUR BATHROOM MUCH EITHER	(FB) There is no beauty in the bathroom
Action:	
Timing:	

EPISODE # 1034-207
Production :

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ADVENTURE TIME



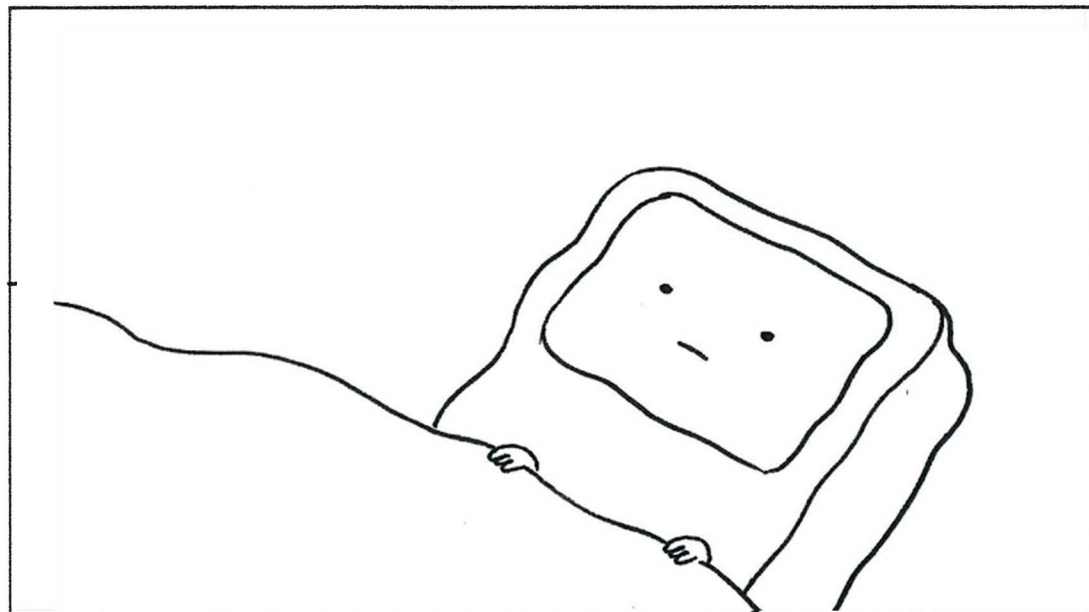
Page 203

Sc. 184

Pnl. B

Bg.

day night

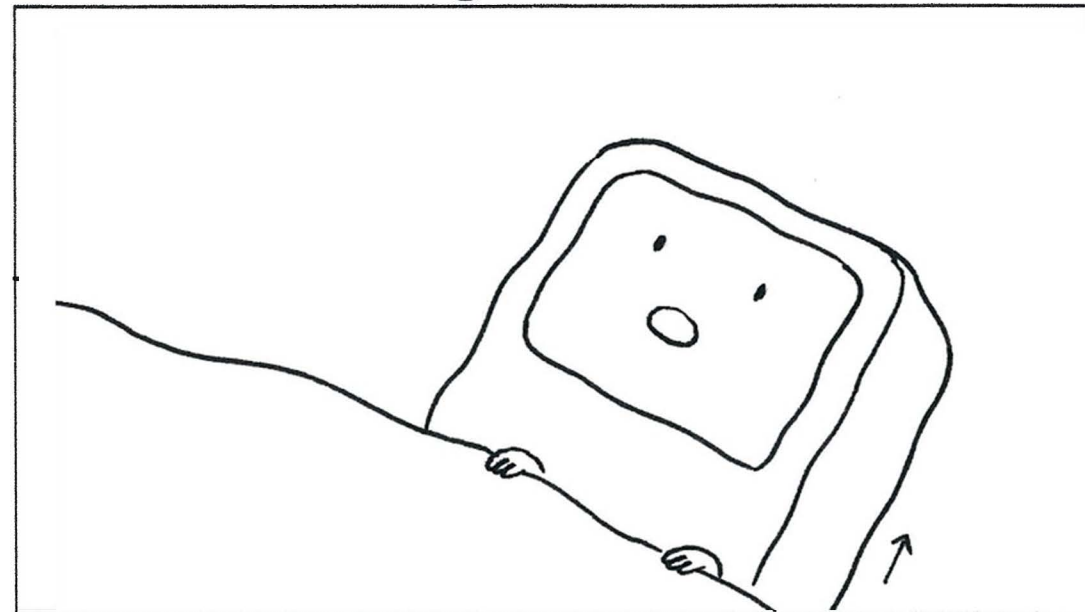


Sc. 184

Pnl. C

Bg.

day night



Dialog:

...

(FB) WILL YOU STILL VISIT ME?

Action:

BEAT

-FB LEANS FORWARD/POPS UP SLIGHTLY

Timing:

EPISODE #

Production :

1034-207

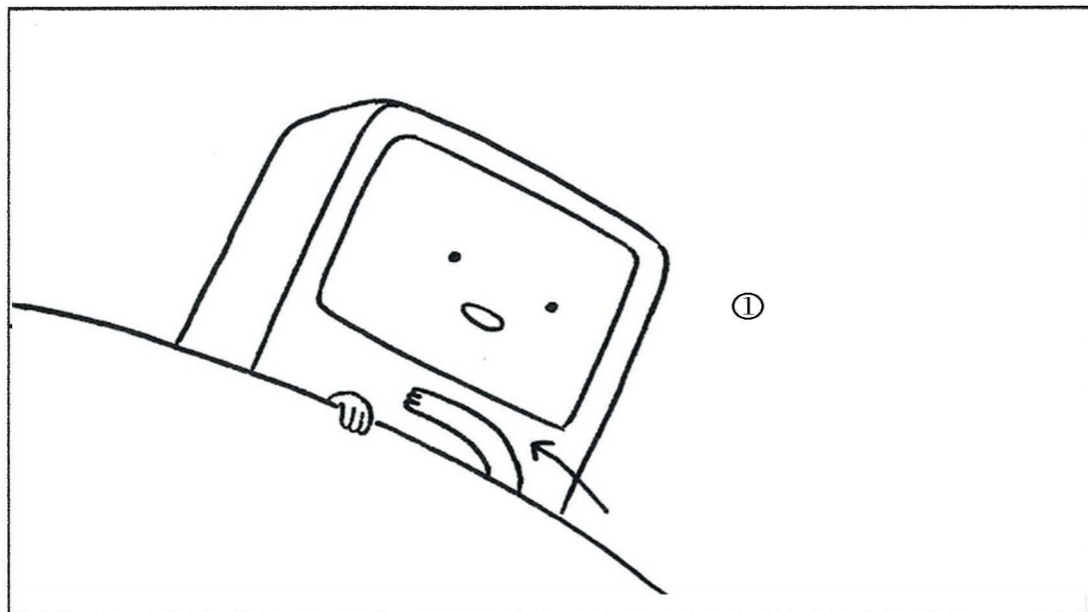
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ADVENTURE TIME

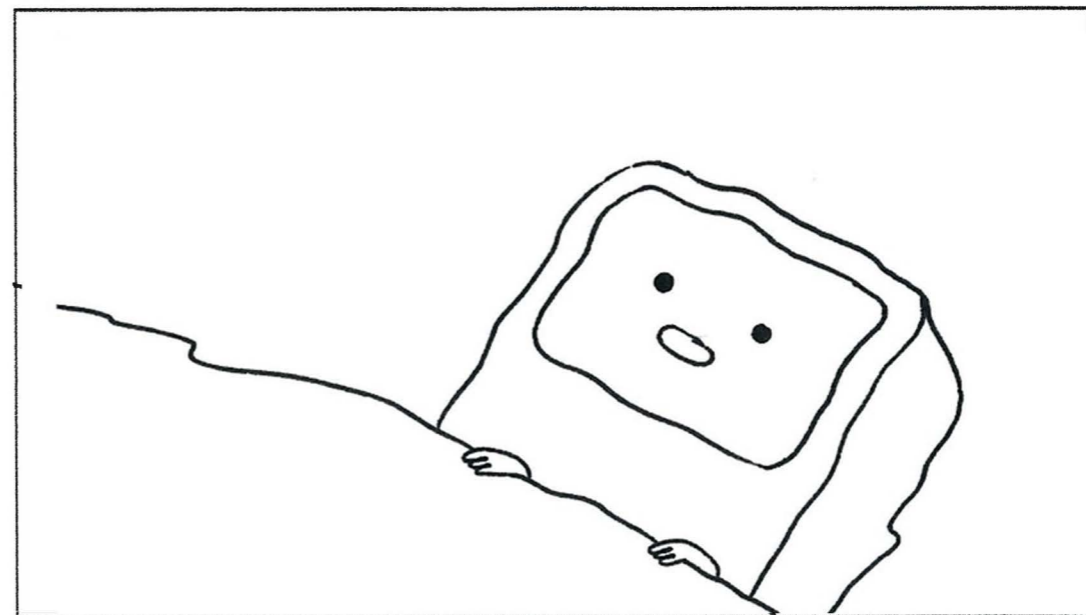


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Sc. 185 Pnl. A Bg. day night



Sc. 186 Pnl. A Bg. day night



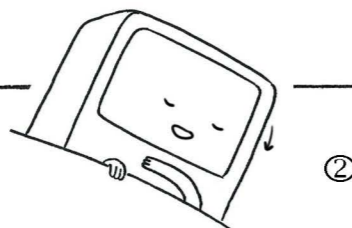
Dialog:

(BMO) YES FOOTBALL. BECAUSE I LOVE YOU.

(FB) I LOVE YOU BMO

Action:

Timing:



EPISODE #

1034-207

Production :

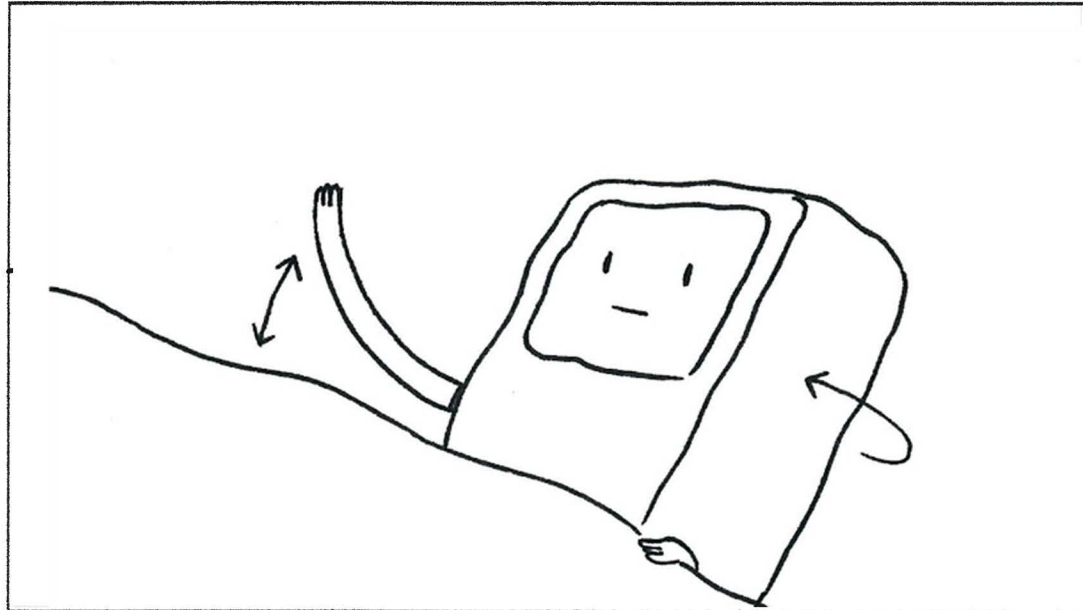
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ADVENTURE TIME

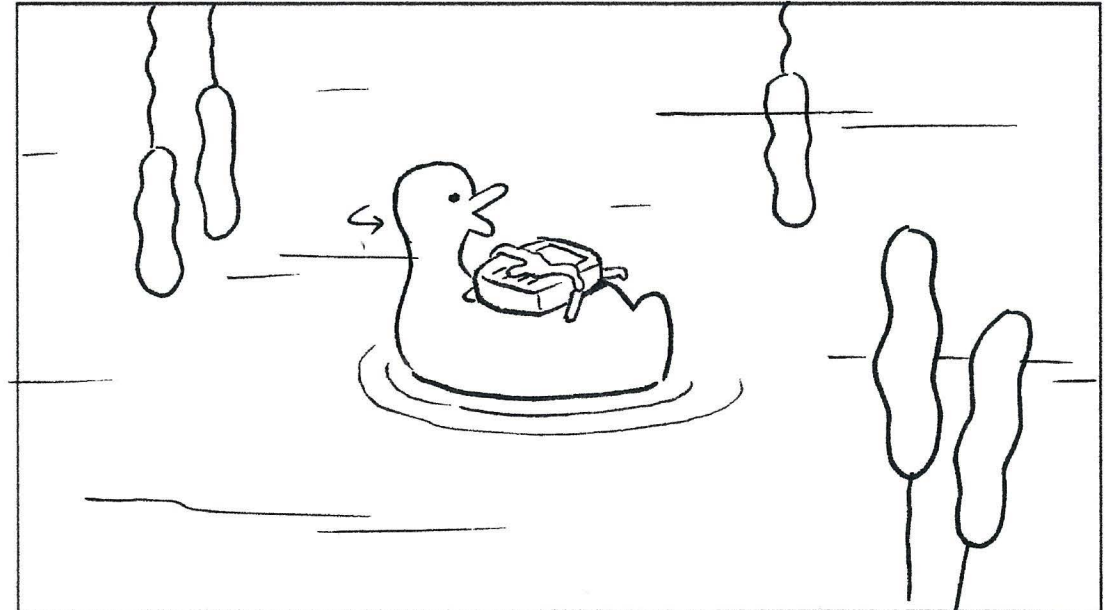


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Sc. 187 Pnl. A Bg. day night



Sc. 188 Pnl. A Bg. day night

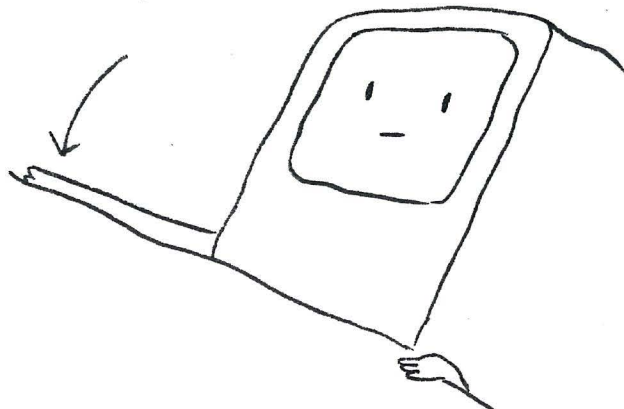


Dialog: (SFX) *PAT PAT*

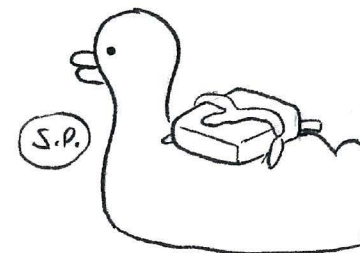
(DUCK) WAAK WAAK

Action:

Timing:



- FB PATS
CARLOS,



Production :

EPISODE #

1034-207

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ADVENTURE TIME



Sc. 188 Pnl. B Bg. day night

S/A

Sc. 189 Pnl. A Bg. day night

Dialog:		
Action: -C. SWIMS OFF/S.		-C. PULLS UP ALONG BANK
Timing:		

EPISODE # 1034-207

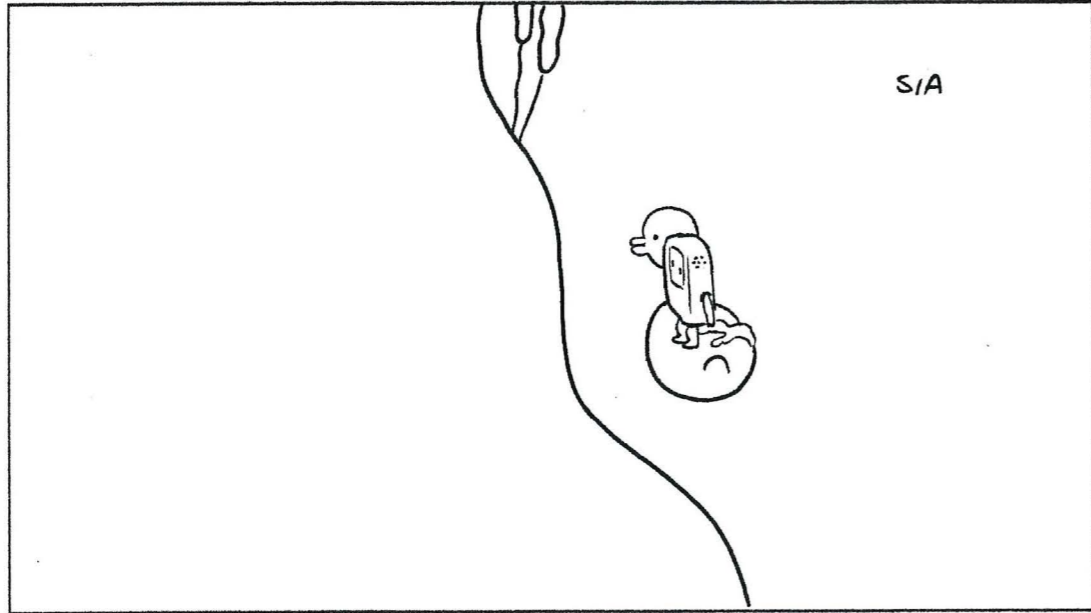
Production :

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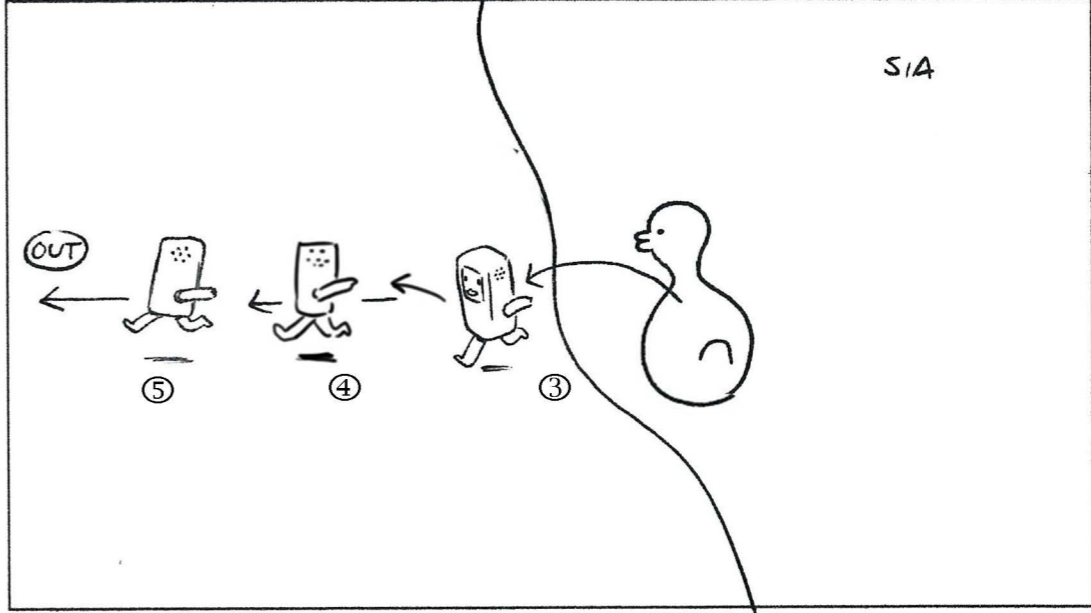
ADVENTURE TIME



Sc. 189 Pnl. B Bg. day night



Sc. 189 Pnl. C Bg. day night



Dialog:

Action: BMO STANDS UP - WEED ON HIS BACK DROPS OFF -BMO HOPS OFF DUCK AND RUNS OFF S

Timing:	Storyboard Panel 1	Storyboard Panel 2

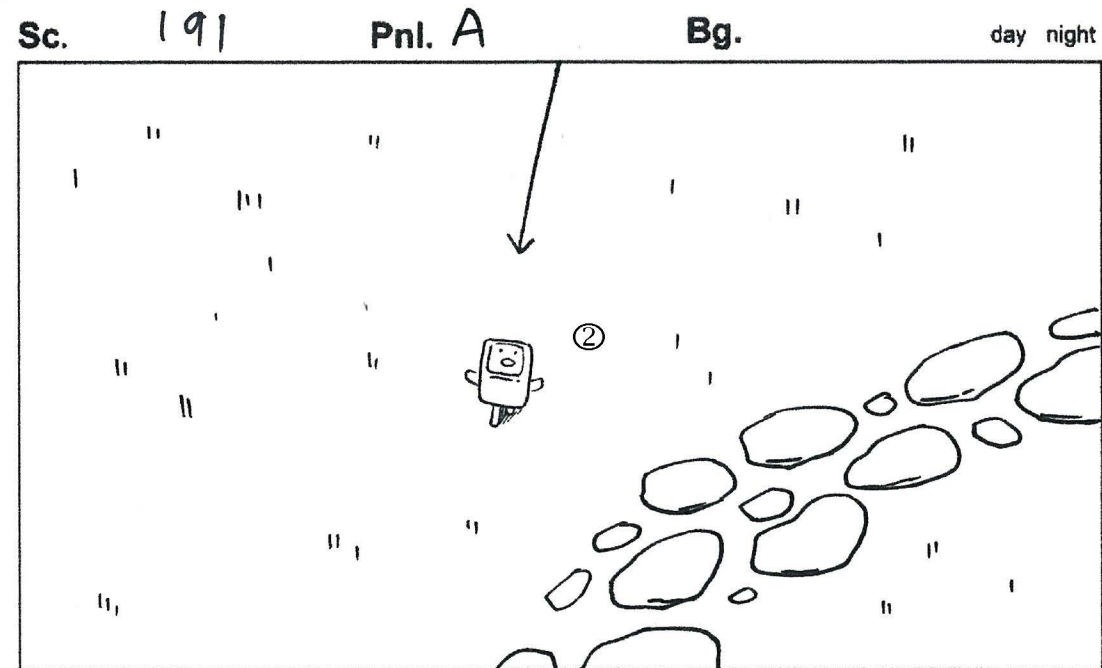
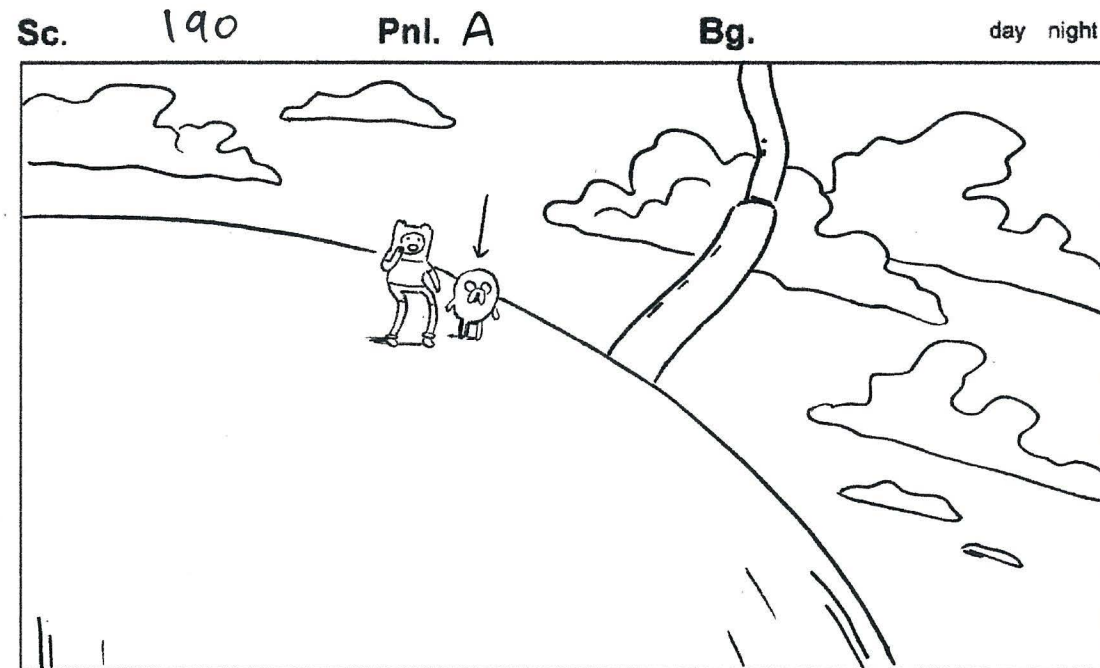
EPISODE # 1034-207
Production :

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ADVENTURE TIME



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Dialog:

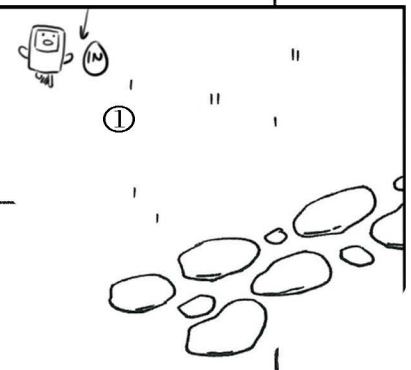
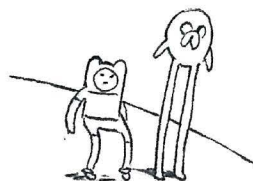
Ⓕ BMO! YOU OKAY?

Ⓕ OHH FINN AND JAKE! I'M BACK!

Action:

- BMO RUNS ON/ S.

Timing:



EPISODE #

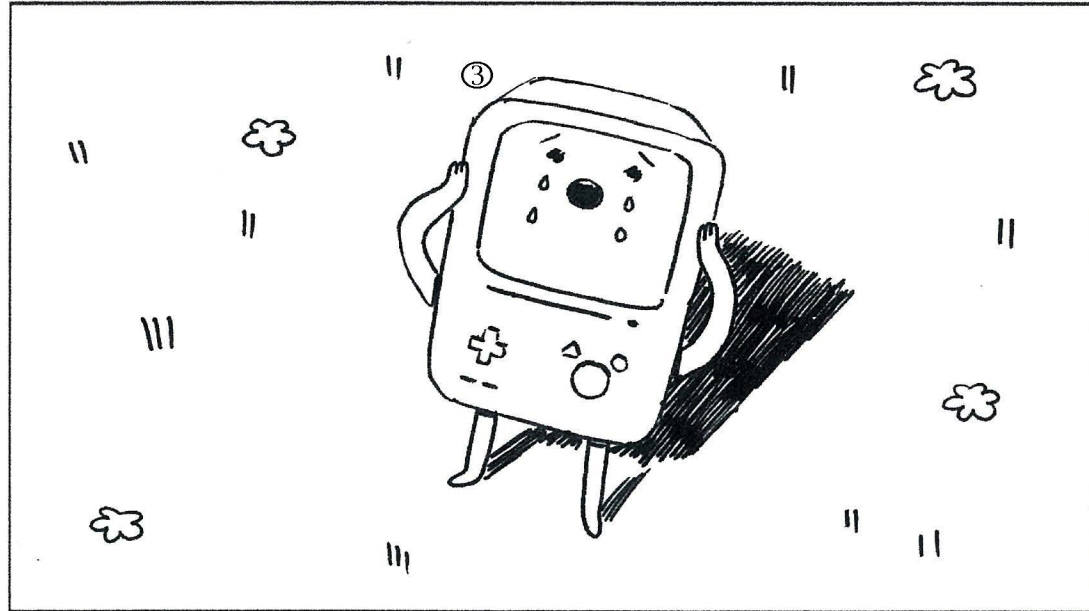
1034-207

ADVENTURE TIME

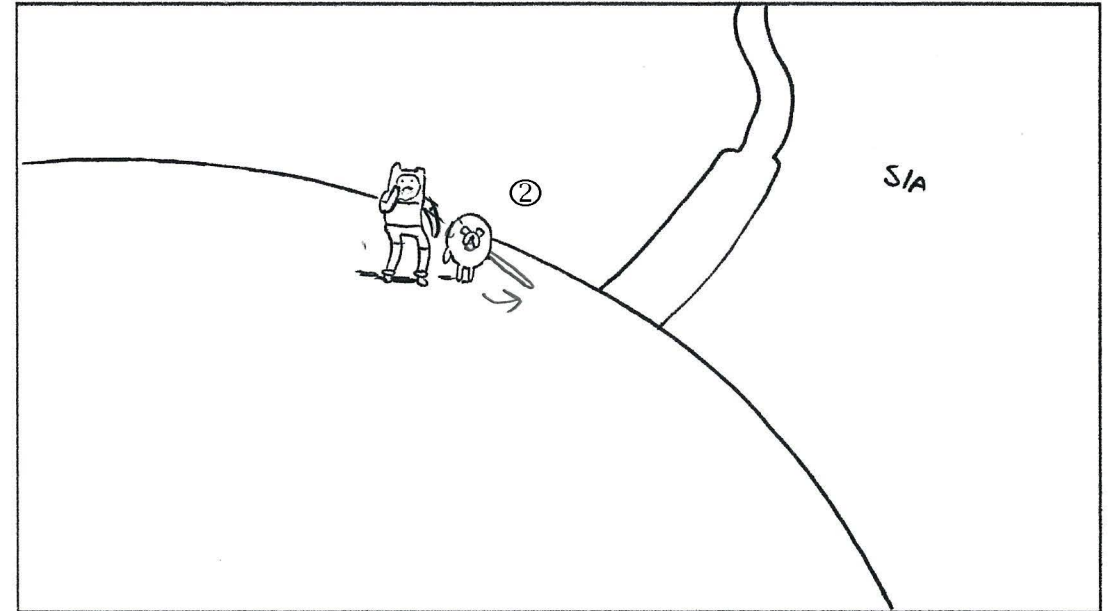


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Sc. 192 Pnl. A Bg. day night



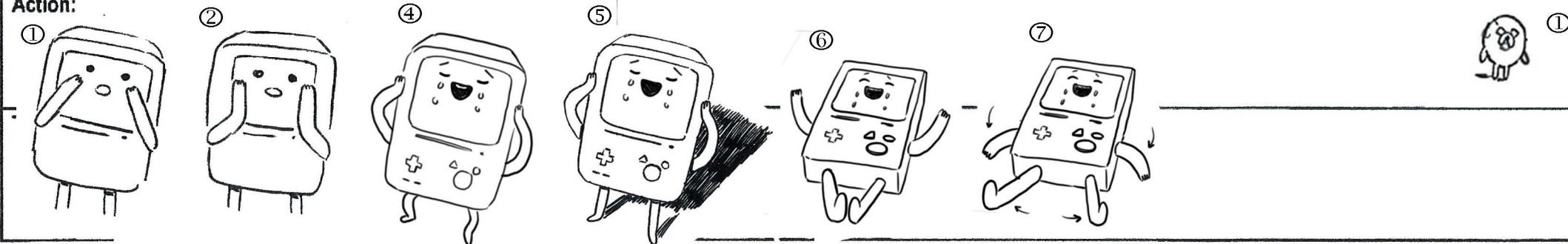
Sc. 193 Pnl. A Bg. day night



Dialog: **BMO** I'M BACK I'M REALLY BACK OHH
[VOICE BREAKING UP]

① PUT THAT TRAFFIC CONE BACK ON YOUR
HEAD YOUNG MAN

Action:



Production :

EPISODE #

1034-207

ADVENTURE TIME



Sc. 194 Pnl. A Bg. day night

Sc. 194 Pnl. B Bg. day night

Dialog:

(BMO) YES I'D LOVE TO!

Action:

-BMO RUNS ON/S.

-BMO DIVES INTO CONE

Timing:

1034-207

EPISODE #

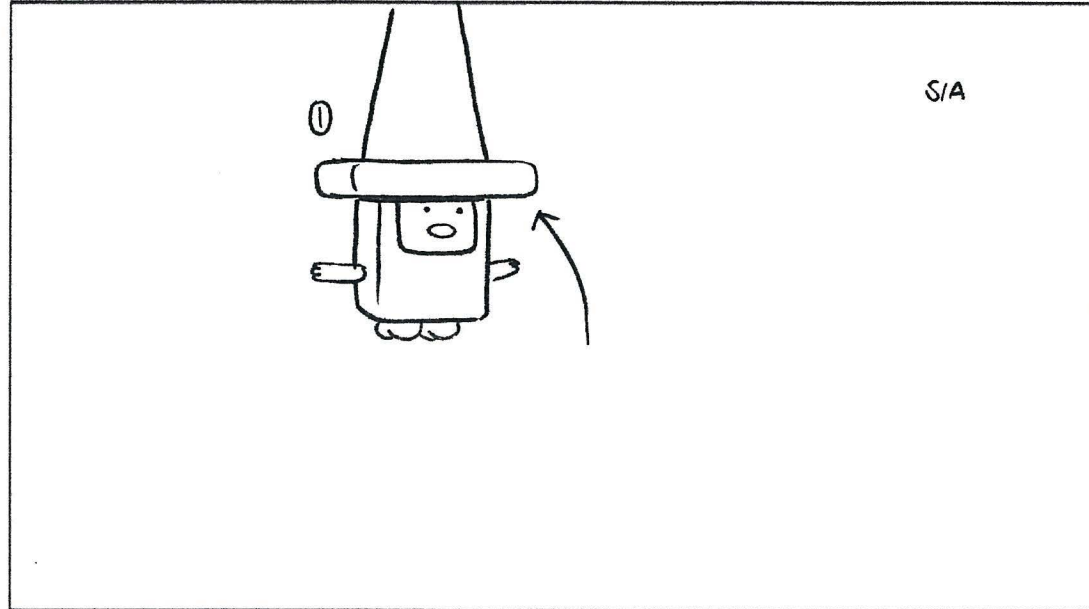
Production :

ADVENTURE TIME

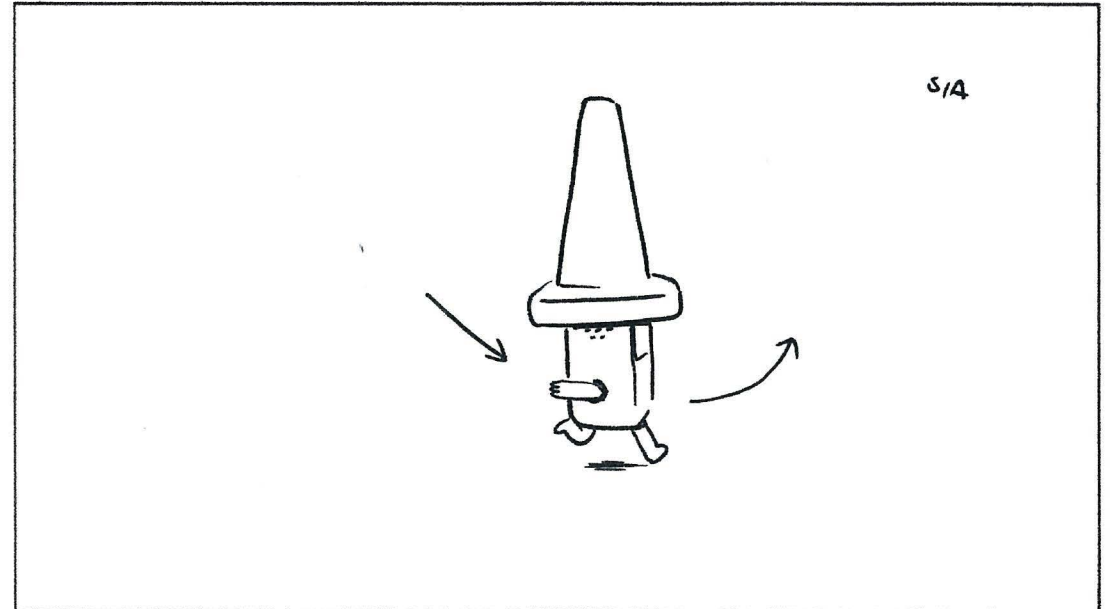


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Sc. 194 Pnl. C Bg. day night



Sc. 194 Pnl. D Bg. day night

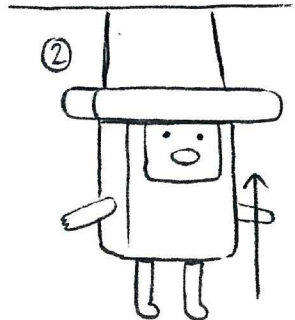


Dialog:

(BMO) I'VE MISSED MY TRAFFIC CONE SO MUCH !

Action:

Timing:



- BMO POPS BACK UP.

Production :

EPISODE #

1034-207

ADVENTURE TIME

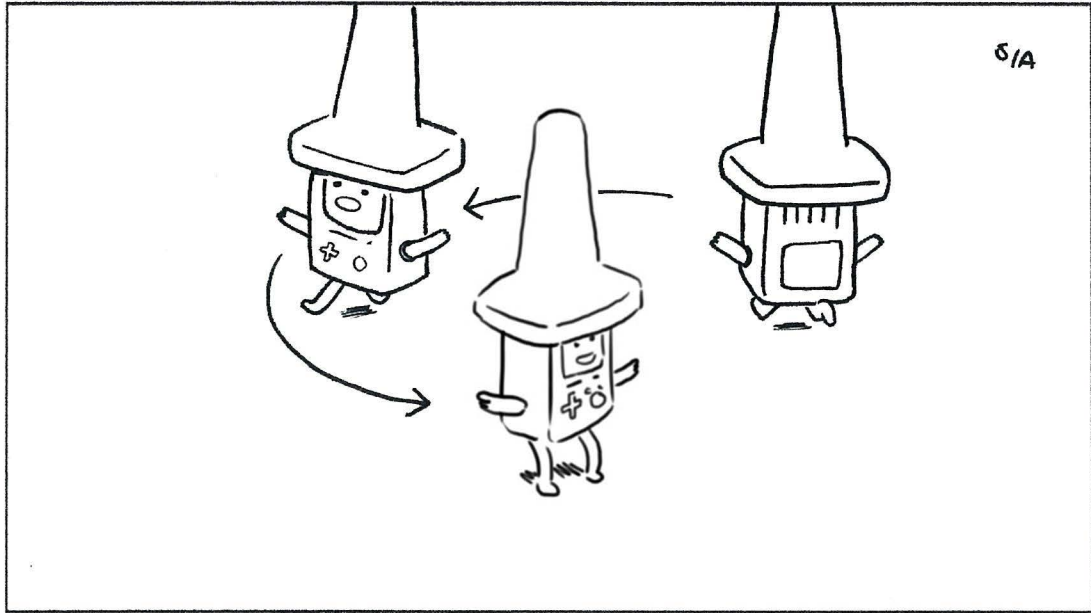


Sc. 194

Pnl. E

Bg.

day night




Sc. 194

Pnl. F

Bg.

day night



Dialog:

BMO HA HA HA HA HA

Action:

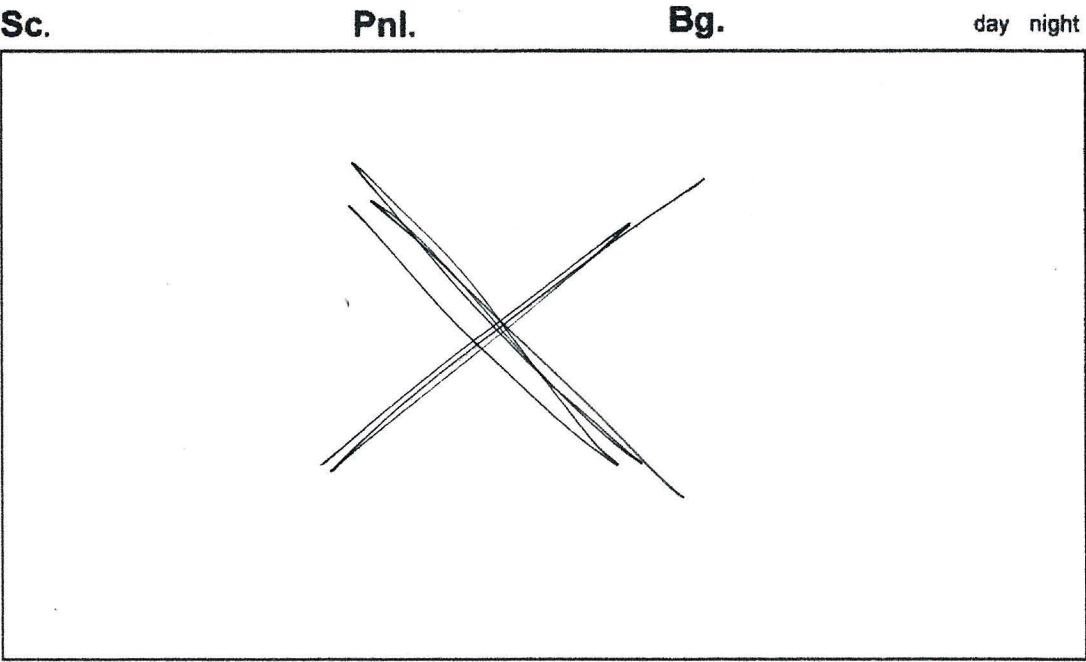
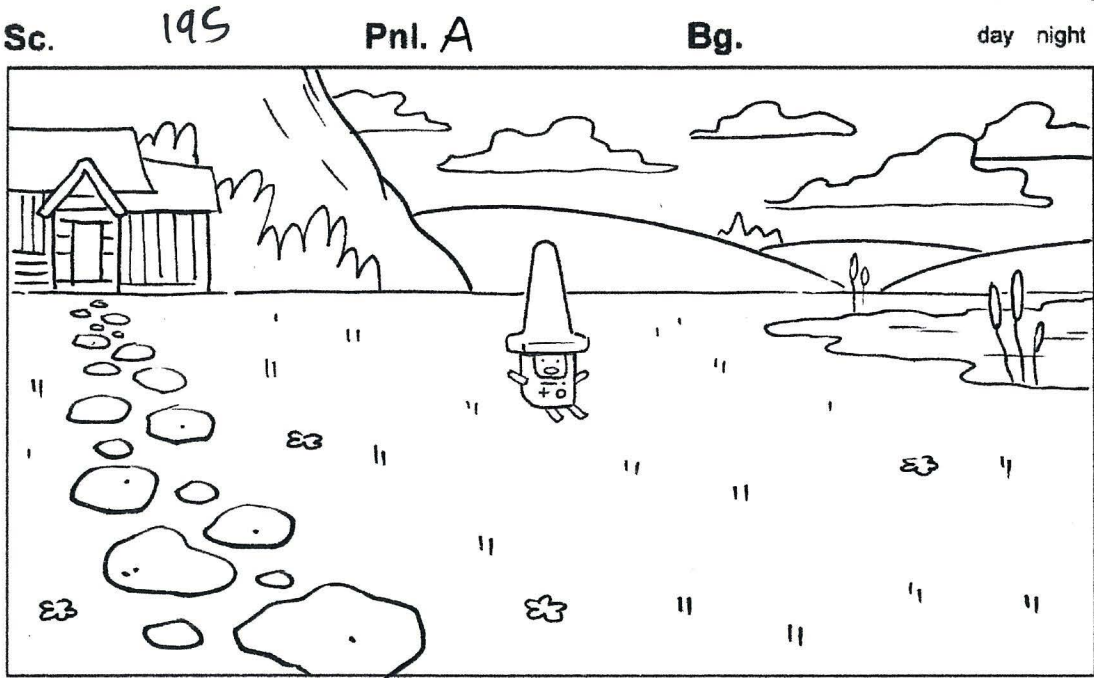
-BMO RUNS ROUND IN CIRCLE


-BMO DROPS TO FLOOR

Timing:

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ADVENTURE TIME



Dialog:	
(BMO)	HOORAY!
Action:	 (S.P.) (THE END)
Timing:	

Production :
EPISODE # 1034-207